

VIDUGAVIA-TAP

40avatar

C	6	Riavod
I	2	Rhûn
F	5	vs Ûvatha
A	1	Gondor Division
M	9	Man Factions
K	8	Tapping Hazards

RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 28 cards in sideboard

40 cards in H. deck, 12 cards in sideboard

11 characters in deck

9 starting cards

140 total cards

18 creatures

RESOURCES (40/28)

2	1	1	Habergeon of Silver	
2	1	1	Valiant Sword	
2	1	1	Hauberk of Bright-mail	
	**		share of the treasure	
		1	arrows shorn of ebony	
	*	1	horn of arnor	
		1	black arrow	
		1	1	mounted lance
	1		3	Mighty Steed
1	1	1	Wild Horses	
1	1	1	Ravens of N. Rhovanion	
2	2	1	Men of N. Rhovanion	
3	1	1	Men of Dorwinion	
4	1	1	Easterlings	
4	1	1	Wain-Easterlings	
4	1	1	Variags of Khand	
1	1	1	When You Know More	
1	1	1	King of Dale	
		3	Dark Numbers	
				14/9
		1	Fortress Reclaimed	
1	1	1	Great Achievement	sp2+
6	6	1	Tower Raided	
1	1	1	No Strangers At This Time	
			Men of Dale	

2	Rumors of Danger	Sc
2	Stealth	Sc
3	Ford	R
3	Lordly Presence	D
3	Marvels Told	Sa
1	FT Shadowlands	move-o
1	1 Rhûn (Prince)*	move-o
3	Sun	Lenv
2	Gates of Morning	Penv
2	All the Bells Ringing	
3	Hidden Knife	agent
1	Horns, Horns, Horns	faction
1	Crept Along Carefully	pe
1	Of the Race of Dale	pe
1	Captain of the Guard	pe
1	Rebuild the Town	pe
1	Grim Voiced and Grim Face	
3	Smoke Rings	
2	1 LongBottom Leaf	
1	Doom of Choice	fwar
1	Stout Captain	fwar
*	Palace of the King	sp1
*	Scatha's Hoard Dispersed	sp2*
1	Trusted Counsellor	sp1
1	Govern Men and Beast	sp1
1	Herald of the King	sp1
1	Prince of Rhovanion	sp1
1	War-forges	sp2*

26/19

Ring for Mortal Men
Beautiful Gold Ring

HAZARDS(40/12)**18/0**

3	Were-wolf	demon
3	Were-worm	drake
3	Bardings	men
3	Hermit Troll	troll
3	Wild Trolls	troll
3	Trolls from the Mountains	troll

22/12

2	Twilight	
3	Plague	
1 2	Heedless Revelry	
1 2	A Lie In Your Eyes	
3	Doubled Vigilance	
3	Crossing the Borders	
3	Something Has Slipped	
3	Withered Lands	S.env-play(W)
2	Power Relinquished to Artifice	
1	Burdensome Commands	
2	No Place For a Pony	S.discard-ally
2	Dark is the Hour	P.stat-faction
1	Fearful Sun	P.env-faction
3	An Unexpected Outpost	

SITES		FD-0	BL-2	W-8	SL-3	DD-0	CS-1	UD-0	T-0	J-0
Do	Riavod		m			men		Palace		
Eo	Nurunkhizdín					dw.xd7				
TR	Rhûbar									
NR	Lake-town					x		Men of Northern Rhovanion		
NR	Dale					x		<u>Men of Dale</u>		
Do	Shrel-Kain					x		Men of Dorwinion		
SR	Gyogorasag Sanctuary	heal				x		x		
SR	Strayhold	Info, m, M				men		x		
HP	Joghul's Shrine	heal								
HP	Easterling Camp							Easterlings		
HP	Raider-hold	m, M				men.4d9		Hauberk of Bright-mail		
Fh	Logath Camp	m				men.xd5		x		
Hr	Wain-Easterling Camp	m, M*				men.4d8		Wain-Easterlings		
Ng	Iorag Camp	m				men.3d8		discard item-horse ally		
Nd	Medloshad	m, M				men.5w7		discard item-horse ally		
Re	Relerindú	m-food				x		Mighty Steed		
Kh	Variag Camp							Variags of Khand		
GI	Isengard	m, M, ring				wolf		Scatha---Valiant Sword		
NR	Long Marshes-sw	m				undead.2w7		Ravens of N. Rhovanion		
GN	Buhr Thursig	m				men.2w7		character play		
SR	Buhr Widu	m, M				troll.1w10		x		
GR	Tol Buruth	m, M, ring				men.4w8		hoard- Habergeon of Silver		
HP	Temple of Lokuthor	m, ring				undead		hidden(Lost)		
Fr	Lar-huz	m, M				men.3w6		x		
Fr	Nan Morsereg-SK	Info, m				men.3w7		When You Know More		
Hr	Elgaer	m				anim.5w5		minor		
KK	Adan Tomb	m, M				traps.2w10		hoard* arrows shorn of ebony		
ud	Ilpar-Karam	m, M, G, ring				undead		hoard		
dg		Adan Tomb (0)						dungeon		
Eo	Gaurblog Lug	m, M, ring				orcs		x		
Hr	Mistrand	m, Mn				men.xw8		CvCC		
KK	Balchoth Camp	m, M*				men.4w8				
Kh	Lâorkó	m				men.xd6		Wild Horses		

CHARACTERS-7

7-9-3-2-4

4 Vidugavia	7/2/6/8+	W/Sc/D	M	Riavod	+5DI.m(Great Central Plains)
2 Maran	7/2/5/8+	W/Sc/Sa	M	Logath Camp	
1 Yanos Kosvar	4/0/5/7+	W/Sc	M	Logath Camp	+2DI.f(Harrhun,Forrhun)
1 Khursh	4/0/4/8+	W/Sc	M	Thraath, Samarth	+2DI.Chyans. t.heal horse
1 Daurukh	4/0/5/8*	W/Sc	M	Iorag Camp, Raiderhold	+2DI.f(home)
1 Bard	2/0/3/6+	W/Sc	M	Lake-town	+2DI.mNRhov
1 Bain	4/1/4/8*	W/R	M	Dale	+1DI.Men(N.Rhov),Dw
2 Brand	6/2/4/9*	W/D	M	Dale	+2DI.mDale
Eodoric	2/0/2/7+	Sc/R	M	bhold NRhov	+1P.An+Wolves
1 Master	4/1/1/6	Sc/D	M	Lake-town	1CP, +2DI.f(Lake-town)
1 Galva	4/1/0/9*+	Sc/Sa/D	M	Shrel-Kain	+2DI.mDorwnion; +6P.nazgul
Caerlinc	1/0/3/7*+	R	M	Shrel-Kain	
Hungh	1/0/2/7	Sc	M	Relerindú	

starting company: at Riavod

<Palace of the King><Scatha's Hoard Dispersed>

1 Bain	4/1/4/8	W/R	share of the treasure
2 Brand	6/2/4/9	W/D	horn of arnor
1 Galva	4/1/0/9	Sc/Sa/D	share of the treasure
1 Khursh	4/0/4/8	W/Sc	
Caerlinc	1/0/3/7	R	

11/20 GI		Hand-8	Mind-35
#1 Lord			[allies, CvCC]
Vidugavia-L	7/7/6/8	W/Sc/D	1 M7 Prince
Daurukh	4/0/5/8	W/Sc	2 M4 lance
Caerlinc	1/0/3/9	R	2 M1 lance, hauberk

#2 Northmen				[RW, factions]
Galva-L	4/7/0/9	Sc/Sa/D	1 W4	More, Herald, Trusted
Maran	7/2/5/8	W/Sc/Sa	1 M7	horn [+2DI.factions]

#3 Bardings				<Crept Along Carefully>
Bard-(L)	5/5/8/9	W/Sc	2 M5	valiant, arrow, Race, King, Grim, Captain
Yanos Kosvar	4/0/5/7	W/Sc	1 M4	horn [+4DI.man factions]
Eodoric	2/0/2/9	Sc/R	2 M2	habergeon

OVERVIEW

This King of Rhovanion will rebuild the land of peace and liberty. However, men from the east have been misled into reckless war with your realm and that of Gondor. You must stop the man factions from moving westward to overburden Gondor and Mirkwood.

KING OF RHOVANION

King Vidugavia will be an active, moving avatar whom is a leader. He has useful skills to fight and influence factions. The Scout skill can be used to keep his men safe. A prowess of six is powerful. He has normal 2 DI and a special +5 DI against men with home in or adjacent to Dorwinion or Harhûn. He also has +2 DI against man factions playable in Dorwinion, which will only include the Men of Dorwinion. Homesite of Riavod will become a Lord-haven using Palace of the King, which he can normally tap to fetch that stage resource. He has hunted among the plains since childhood. This is reflected with +1 prowess against Wolves and Animals. He can keep one more card in hand when at his home site.

Another normal ability grants protection to companies in the same region as the King. All men AA are detainment. Some man-holds with man factions have normal AA. This ability promotes movement of the avatar.

He will carry no corruption sources except for Prince of Rhovanion. This stage resource is his fetching resource for Rhûn or a command event.

CHARACTERS

All the characters for this avatar have a home site near or in Dorwinion and are Men. All the skills are common except for Sage, which is found thrice. Of the 12 characters only six have a low body (i.e. less than 8). Three of the characters are mid-mind (5,6,7). The line of Girion is present in Bard, Bain, and Brand. There are three dual characters. Nine heroes are Scouts so Siege is not a problem. There will be three companies using 11 of 20 GI. One character has Riavod as a home site. Two have specifically the following as home sites: Logath Camp, Dale, Lake-town, and Shrel-kain. So be careful when playing factions at those sites.

Maran is a powerful Man character from the Great Central Plains. His presence is one of authority with his 7 mind and two direct influence. Stats of 5/8 will make him a fighter. Three skills can be valuable, but only his Warrior and Sage skills will be useful – not the Scout. He has +1 DI against characters and factions only playable at sites in Forrhun or its adjacent regions. Overt company tag will discard him. His special ability gives any Trained Falcon he controls +1 body. His home site is any site in Forrhun. Maran can lead a strong company, but rather will be a follower to keep his mind away from general influence.

Brand is another man of authority and with the blood-line of kings of old. His 6-mind and Diplomat skill make him prime for influencing factions. But likely he will be discarded when King of Dale can be played on Bard. His 4 prowess is average, but a high 9 body will keep him alive until then. He has +2 DI against the Men of Dale.

Yanos Kosvar is another man from the plains. His 4-mind brings 5/7 stats that can be used to fight, but his low 7 body is worrisome. His Scout skill can be useful. His home site of Logath Camp is near. He has +2 DI against factions playable in Harhûn and Forrhun. He will be in a core company.

Bain is the son of Bard. He is one of the three Rangers in the deck. He starts the game with his 4/8 stats that can be useful with combat. His home site is Dale. His 1 DI and +1 direct influence against Men with a home site in Northern Rhovanion and against Dwarves. He hates Orcs, Dragons, and Drakes. He should be discarded late in the first deck to make room for other 4-mind characters. But he can fill a role if one of them is eliminated.

The Master is an old, fat man. His 4-mind brings poor stats of 1 direct influence, 1 prowess and six body. But his Scout can be used and Diplomat skill can influence. He is burdened by one corruption point. He though brings +2 DI against any faction playable at Lake-town. His special ability can though limit Smaug the Golden. The Master can tap at any time if at his home site of Lake-town to prevent any player from bringing into play a Man character at a site in Northern Rhovanion. You can park him there on Turn 2 to hinder Smaug. If The Master becomes food, then that should fatten the wyrm.

Galva is a woman of wisdom and lore from Shrel-Kain. Her 4-mind is not rare, but her three skills for 1 MP is rare. She has the useful skills of Scout, Sage, and Diplomat. Keep her in a core company. Her zero prowess is no good in combat, but a high 9 body is comforting. She has +2 DI against the Men of Dorwinion.

Daurukh is a Man of fire. He is similar to Jerrek: 4 mind, 5 prowess, 8 body, and Warrior-Scout skills, but a dual character. He is from Iorag Camp and Raider-hold. The latter site can have its AA cancelled. He has +2 DI against factions playable at his home sites. His special ability allows discarding a Blasting Fire, Liquid Fire, or Dwarven Fire to fetch Tempest of Fire or Burning Rick, Cot and Tree from your discard pile. He will be in a core company as the main fighter.

Khursh is a dual character that can provide a strong fighter to a core company. His 4 mind is right to be a follower and 4/8 stats can have him be useful without a battle-gear item. His +2 DI against the Chyans is not expected to be needed. But he can tap to heal a horse ally in his company if moving in a site in the Great Central Plains or its adjacent regions. His home sites are Thraath and Samarth, which are six regions from Dorwinion.

Bard is a low 2-mind Warrior/Scout that can become the King of Dale if this player slays a Dragon. His home site of Lake-town makes him easy to play. He has +2 DI against the Men of Northern Rhovanion faction. But 3/6 stats make him vulnerable, so keep him out of play until you can play Grim Voiced and Grim Faced. He can lead a core company. King of Dale is playable on any of the Girion sires. The event requires the play of three unique hero factions in or adjacent to Northern Rhovanion and if you have defeated a Dragon in or adjacent to his home region. Success means +3 to DI and CC are modified by +1. Also such factions have +1 Faction MP.

Eodoric is a useful 2-mind Man with two useful skills for moving in Scout and Ranger. But a low 7 body makes him prone to death. Keep him from play until you have armor in play. He has +1 prowess against Animal and Wolves. A home site of any Border-hold in Northern Rhovanion make it convenient to play him.

Caerlinc is a 1-mind Ranger who can lead his core company across the plains. His three prowess is average, but a low 7 body will need a boost to keep him alive. He is from Shrel-Kain.

Hungh is a 1-mind Scout from Relerindú. He is weaker with 2 prowess and 7 body.

COMPANIES

The starting company is at Riavod with the Palace of the King. Brand is a mid-mind character, but a Diplomat. He will help influence factions using a Horn of Arnor. Bain has a good prowess with his useful Ranger skill. Khursh is included since his home sites are too far south to be played. Galva starts to be the only Sage among the starting four. But also to allow quick play of two stage resources on her. Stage Resource Scatha's Hoard Dispersed will start the game. This allows the playing of Shared Treasure to cancel detainment attacks. Caerlinc starts because his home site is the same for Men of Dorwinion. Therefore, that faction can be played as soon as it is drawn to impact minion faction influencing. Keep Caerlinc at Riavod until he wears armor. The starting companies will split early to play resources.

The Lord company contains the avatar Vidugavia as the Prince of Rhovanion. The avatar will only have this 1CP. His DI is 7 controlling Khursh and Caerlinc. Khursh has a Mounted Lance. Caerlinc is a Ranger that wears Hauberk of Bright-Mail to raise his body to 9. He has a Mounted Lance. This company will play the horse allies and CvCC minions.

The Northmen is a company of flexibility. It is only Galva with Herald of the King and Trusted Counsellor to control Maran. The stage resource makes her a Leader. Both are Sages. Galva also has When You Know More to tap to add +2 to an influence check. Maran has a Horn of Arnor for a total of +6 to play the dual man factions (Know More, Horn, DI).

The third company are the Bardings. These three characters will guard Dorwinion, play factions, and nearby items. This company is limited by movement from Captain of the Guard. Bard will be a leader when in a company without a leader. Grim Voiced and Grim Face raise his stats from 2/0/3/6 to 4/2/5/8. This event allows Bard to untap a Black Arrow he controls. He will control a Black Arrow and Valiant Sword to now give him stats of 4/2/7/9. Of the Race of Dale will then be played on Bard to allow him to tap Black Arrow to reduce a dragon/drake attack prowess and body by three. This can be used to kill Dragon aHunts. King of Dale will be played on him if possible. Finally, Captain of the Guard must have a faction played on Bard's home site. His mind and prowess are set to +1. Now his stats are 5/7/8/9. This event makes him a leader. This event is discarded if he moves more than two regions from Northern Rhovanion. He can tap to fetch All the Bells Ringing. With such limitations in movement Crept Along Carefully will be played on his company. Valiant Sword can be transferred to Maran to relieve the corruption from Bard or when Maran is setting out to a non-haven site.

Crept Along Carefully will be played on this company to reduce its HL to two. Yanos Kosvar, follower to Bard, is a low-body Scout with a Horn of Arnor to have a +4DI for influence attempts against some man factions. Eodoric is the Sc/R wearing Habergeon of Silver for a body of 9. He can tap during the ORG phase at a site in NR to force an opponent to reveal 3 cards at random from his hand. Use this in conjunction with Rumors of Danger.

Pure reserves is only Hung - a 1-mind Scout capable of joining a company for an extra character.

ITEMS

There are 11 items –four are hoard items. Five are battle-gear items not including two arrows. Clad of War is not in the deck.

Hauberk of Bright-Mail and Habergeon of Silver raise the body of the wearer by two. The hoard item can be used by a hero with a body of eight to set his body at 10. Valiant Sword raises prowess by two and body by one to maximum 9. It is a major hoard item. Mounted Lance will help with CvCC by those controlling a horse ally. Man Warriors controlling a horse ally have +1 prowess to maximum of 8 and +1 to the body and prowess of the ally. The item can be discarded to give -1 body to a strike bearer faces. War-Forges will be used to fetched this weapon.

Arrows Shorn of Ebony sole purpose is to kill a dragon. Black Arrow is to be used to kill dragons. Grim Voiced and Grim Face allows Bard to untap Black Arrow by himself tapping.

Share of the Treasure is a treasure item used to be discarded to cancel some detainment AA early in the game such as Raider-hold and Wain-Easterling Camp. Horn of Arnor is used for playing the seven factions giving +2 DI against such influence attempts There are two of them. Consider using the horse ally movement ability to visit Gap of Isen for discarding Scatha Hoard Dispersed to easily play a major hoard item.

ALLIES

The only ally is Mighty Steed. There are three copies. It will be used for long distances of six regions if everyone in the company has a horse ally. It can tap to cancel a strike against itself. It has a low body of 7. If the controller has Mounted Lance, then the ally receives +1 prowess and body.

FACTIONS

There are seven factions to influence. Five are dual factions and five are man factions. Some will battle while others will aid the heroes. Support resources include two Horn of Arnor instruments. Light Enchantment When You Know More will be played on a Sage to modify an influence attempt by +2. The only other aid for faction influence is Lordly Presence, which gives a Diplomat +5. Horns, Horns, Horns will be played late in the second play deck to send discarded factions into the playdeck.

Wild Horses is an animal faction needing an attempt of 12 to play. Those with a home site the same as its home site receive +3, which are non-haven sites in Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor. This faction allows one extra region movement if a company moves through one of the regions listed above. This should be most travels by your characters and allow movement to any required site from Dorwinion in one turn. Ravens of Northern Rhovanion need an attempt of 9 and a snail to play. Those with a home site of Dale or Lake-town can play this faction at any tap site in Northern Rhovanion. Tapping this faction grants +2 to influence attempt on any hero faction playable at sites in NR, SR, Iron Hills or Dorwinion. This will be three such factions.

Two simple factions to play include Men of Dorwinion. This will be played at Shrel-Kain needing an attempt of 7 (men +1). This is a dual faction granting a nice 3 minion MP. Men of Dale need an attempt of 8 (men +1), but that faction can be selected using a Game Point if Smaug the Golden is at the bottom of a lake.

Three dual man factions will be fought for control from Ûvatha. Easterlings are near in Horse Plains needing an attempt of 10 to play (Dúnedain -2). Wain-Easterlings are easier to play needing an attempt of 9 (Wizards -5, Dúnedain -2). Variags of Khand requires an attempt of 10 (none). The host of cards needed for this attempt include. Lordly Presence is needed for these attempts.

MISSION

A few missions are needing to be fulfilled by this player. One is optional. When You Know More requires an Information event played by a Sage. This Light Enchantment provides +2 for influence attempts.

King of Dale is a unique resource for Girion's sires. It does have prerequisites. Three unique hero factions must be in play by you in Northern Rhovanion or adjacent regions. You have three such factions (M. NR, M. Dorwinion, Ravens). Also, this player must have defeated a unique dragon manifestation in such regions. Success means factions in said regions are +1 MP and AA in Northern Rhovanion attack normally against minion companies with +2 prowess. This can be played early in the second deck. See the next section on the process to kill a dragon hazard.

TOWER RAIDED

~~—Tower Raided will be played for its MPs through Great Achievement and to harass Ûvatha. One of the non-unique battle-gear items will be discarded and a visit from Nan Morsereg will provide the Stolen Knowledge prerequisite. Others in your Division will raid into Mordor early in the second deck. This resource will be used to join the raid at that time to divide the forces of darkness then be discarded and/or be used to raid Mistrand so to trouble Ûvatha later. Saruman, Theoden, and Denethor have their own detailed plan. This avatar can only help that plan. Thus, this avatar might want to be prepared to raid a tower in Nurn that was not raided by Theoden. There are two Shadow holds in Nurn. Theoden will raid a tower during Turn 13. Great Achievement will be played to gain seven MPs through the stage resource and Tower Raided. However, the site must stay in play to keep those MPs. Likely this avatar will not involve himself in that Mordor invasion unless to CvCC Ûvatha's minions early in the second playdeck. This is the time likely for this avatar to kill a Dragon.~~

~~—Mistrand then will be the target late in the second playdeck so to gain the seven MPs. In addition, Rebuild the Town will be played on a raided Mistrand. Then Fortress Reclaimed will be played on the site. Try to play a faction at Mistrand that can be Easterlings or Wain-Easterlings. The attempt is modified by -2, which means Lordly Presence is necessary by Kirai for the attempt of 11 (LP +5, Horn of Arnor +2, Know More +2, DI +1, roll +2 = 12). If the faction is played, then surprise everyone with No Strangers At This Time to keep the site in play indefinitely.~~

~~—Playing Tower Raided in Dagorlad should be avoided. This will attract minions to that region otherwise the Ringbearer will have no chance to slip into Mordor. A raided Mistrand might confuse the purpose of the raid—Is it a staging point for the Ringbearer to enter Nurn?~~

~~—If the MPs are not needed, then consider instead of Mistrand target a Shadow hold in Nurn. This will attract minions afraid of the use of this site by heroes. Vidugavia's heroes will not last long, but that is not the goal. The goal is to draw minions to you and away from business in Gondor and recruiting of factions.~~

KING OF DALE

Bard will attempt to slay a dragon to become king. The targeted dragon is Agburanar aHunt with three strikes with 13 prowess and 8 body. Leucaruth is another option. Bard will use Of the Race of Dale to reduce the prowess and body by three from Black Arrow. Arrows Shorn of Ebony will be discarded to modify the first strike's prowess by -1 and body by -2. Initially, he will face one strike at 15/8. The duo of Race of Dale and Black Arrow reduce the strike to 12/5. Arrows Shorn of Ebony then makes the strike 11/3. His own prowess will be 8. This means that he needs to roll a four for the prowess and another four for the body. This chance is $[33/36 * 33/36 = 84\%]$.

Required cards on the table: Bard, Valiant Sword, Black Arrow, Arrows Shorn of Ebony, Of the Race of Dale, Grim Voiced and Grim Face. This means that all the required cards will be in play. So wait until the dragon hazard is played and move Bard into danger. This will likely discard his followers using his four DI.

Dragon	Ahunt	+Black Arrow & Of the Race of Dale	+Ebony	Bard
Agburanar	3-13/8	3-10/5	1-09/3, 2-10/x	1-11/3
Leucaruth	3-14/7	3-11/4	1-10/2, 2-11/x	1-12/2

GREAT CENTRAL PLAINS & RHOVANION

11 of the 13 regions playing resources for this avatar can be reached from Dorwinion using four regions. Movement through Southern Rhovanion allows the use of Wild Horses to move one more region to reach the other two regions plus to Nurad, Khand, and Harondor.

The waste of the north and east surround Dorwinion. Mirkwood lies to the west and Mordor lies to the south with lands of shadow. Luck and skill will be needed to travel the grasslands of and into the camps and towns. Rhûn is a resource to provide quick travel across the lands east and north of Mordor. From Iron Hills, Dorwinion, Horse Plains to Khand travel can be achieved only moving through three Wildernesses. This will mostly be used for either killing a dragon or CvCC a company by surprise with Ford in hand. The hazard limit will decrease by two so take a company of size five with at least two Rangers. One Range plays Ford and another to cross Rivers. Ford is a Ranger event that removes creatures keyed to Wilderness. Most of the regions for this avatar contain such a region type. The other common region type is Shadow-land.

Rumors of Danger is used by a Scout to make a creature type cost two against the hazard limit. It is a long-event to help the others in your Division. But the player using this card is the player to make the selection. A Scout may tap to let each hazard creature of that selected count as two against the hazard limit. But any player may discard two hazard creatures of named type at any time to force the discarding of this resource.

There are two Gates of Morning in the deck for this player. Fair Travels in Shadow-lands will reduce the HL for every SL in the path. Horse Plains will be a common region to travel through for this avatar. Nuriag is an adjacent region that may be frequented for CvCC purposes. Gates of Morning in play will lower the hazard limit by two for each SL in the path. Sun is an environment that provides +1 prowess to each dúnadan. With GOM in play additional effects are

+1 prowess to dúnadan and men characters. All AA and hazard creature attacks are modified -1. Such a combination will give a swing of two for killing a dragon creature attack.

Marvels Told is a Ritual for the Sages to discard hazard events.

Crept Along Carefully rewards companies that will only move three or fewer regions. This resource can be discarded to attempt the cancel CvCC against the company. Bard's company will have one Ranger to aid the attempt.

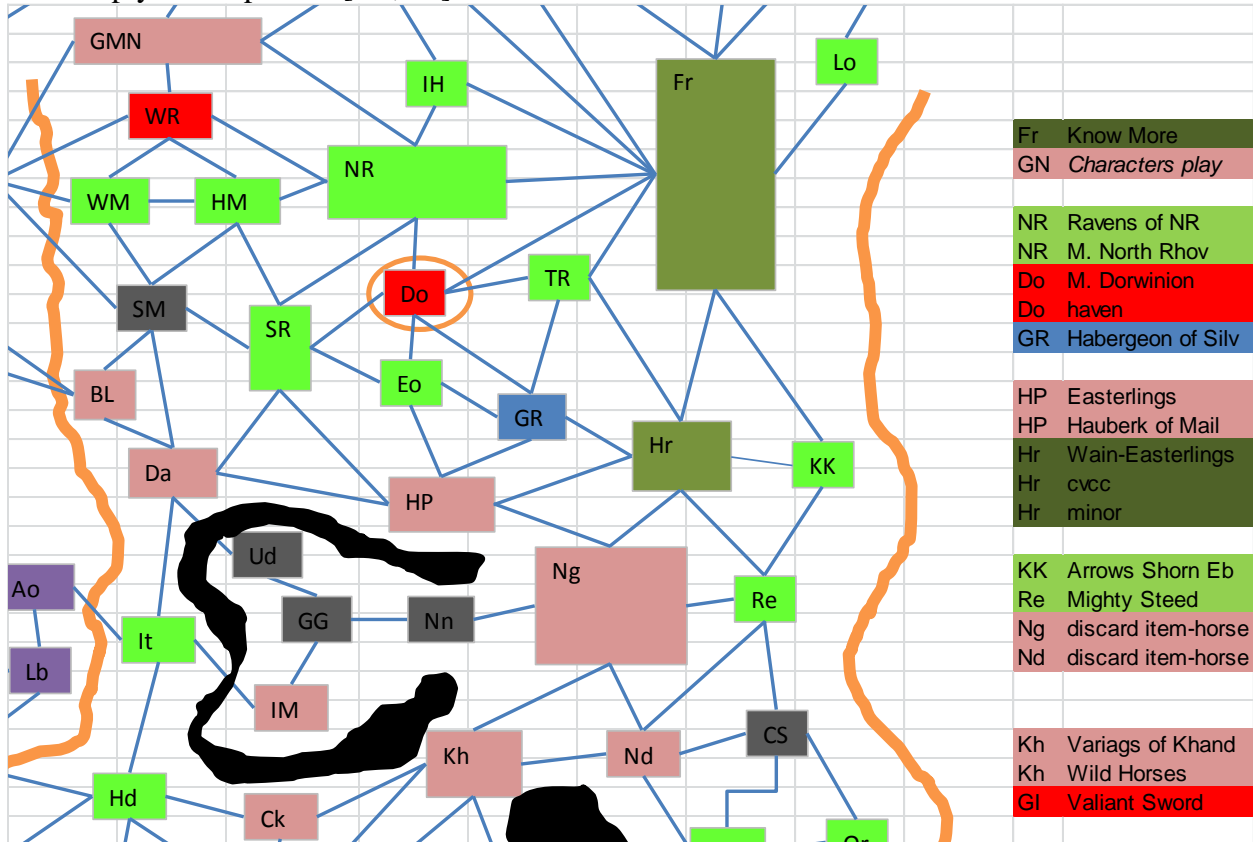
Attempt has been made to show region distance from haven (Dorwinion).

2 region move are adjacent to red boxes on right (NR, GR)

3 region move; empty row separates [FR, GN & HP, Hr]

4 region move; empty row separates again [KK, Re, Ng, Nd]

5+ 2 empty row separates [Kh, GI]



Saruman will be southeast of you in Ered Hamal. The only site he has for you to consider is Nennûrad in Nurad for Information.

Allow Theoden to use Jogul's Shrine for healing. You may use it if you know no other player will use that site. He will also heal at Temple of Kondri Odchi in Khand.

Three Nurn sites are unallocated: Barad-wath, Ostigurth, Urlurtsu Nurn. Barad-wath may be used by Theoden. Nurn is five regions from Dorwinion. But Wild Horses will help. Think about invading Nurn at Urlurtsu Nurn on Turn 8 to help Saruman and Theoden.

Thrain is also near. Let him use Buhr Widu, Gaurblog Lug, Strayhold, Temple of Lokuthor. Alatar just comes south for Rhubar and Logath Camp. Dain uses Lar-huz and Nurunkhizdín.

SITES

Most of the sites to visit are Border-holds or Ruins. Shadow-holds and Dark-holds are not required to play resources except for one site. No port or flying movement will happen. All the AA types at Border-holds most at Shadow-holds are men. Ruin AA consist of men, undead, animal, and traps. The movement for this player is vast ranging six regions at times from Grey Mountain Narrows to Khand. Sites are selected to avoid needs of Thrain. Wilderness and Shadow-lands are the prime region types for this player.

Of the 20 sites to visit, 16 are within four regions of Dorwinion. Other sites are Gap of Isen, Khand (2), Nurad (1), Dungeon (1). Moving to Gap of Isen to play hoard major items is seven regions from Dorwinion. Likely, start in Southern Rhovanion to move there in six regions. If that is too far, then move to Ilpar-Karam for hoard major items.

Riavod will become the only Lord-haven for this player. Keep this in play so War-forges and Palace of the King stay in play on the site. Keep Logath Camp untapped to play two characters.

Allies, factions, major items, and Information are found at Border-holds with a count of 14, but you will use nine of them. Men of Dale are found at Dale if you acquire that faction with a Game Point. Men of Northern Rhovanion are at Lake-town. Those two sites do not have an AA. Be careful for those sites are in regions with hungry dragons. Shrel-Kain has the Men of Dorwinion.

Closer to lands of the Enemy are Horse Plains, Nuriag, Khand, and Nurad. Easterling Camp has the Easterlings, which also has no AA. Raider-hold has major items - play Hauberk of Bright-mail. Next door is Wain-Easterlign Camp with a strong detainment men AA with its faction. Further south is Variag Camp with its faction and no AA.

For convenience for Thrain, play When You Know More at Nan Morsereg in Forrhun. Gyogorasag Sanctuary and Joghul's Shrine allow healing. These two sites will allow moving great distances without moving to Dorwinion.

Several other Border-holds have Mighty Steeds for purchase: Relerindú will play one of the horse allies. Two sites allow playing a non-unique horse if you discard an item: Iorag Camp & Medloshad.

Ruins are common. None are south of Horse Plains. Buhr Thurasig is in the dangerous region of Grey Mountain Narrows. Its use is to tap the site and fetch a character to play. This will likely be Bard to start the second deck. Use Nan Morsereg in Forrhun to play When You Know More. Long Marshes has nests of Ravens of Northern Rhovanion. If you can use the horses move to Gap of Isen in one turn and discard Scatha's Hoard Dispersed to play a non-unique major hoard item. Elgaer in Harrhun has minor items to play Mounted Lance. Tol Buruth has a tough AA to be cancelled by Share of the Treasure and hoard major items to play Habergeon of Silver. Adan Tomb also has hoard major items to play Arrows Shorn of Ebony. But first move to its dungeon site Ilpar-Karam for Share of the Treasure or Valiant Sword.

Nearby Shadow-holds with tough AA include Gaurblog Lug, Mistrand, and Balchoth Camp. These sites will be used to surprise minions for CvCC. Play Wild Horses at Lâorkó. Balchoth Camp can be used to play Dark Numbers along with some Nurn sites.

AGENTS

With some characters having permanent-events this means that agents are a great threat. Hidden Knife is the anti-agent resource. It allows the playing of a creature to attack an agent during the site phase. The agent must be faced-up. There are not many of your creatures that target sites. Those that do target Ruins. Let agents that visit Ruins pay a dear price.

CvCC

The only threat for combat is from the minions of Ûvatha. However, visits to Nurn or Southern Rhovanion will endanger you by attracting notice from Minas Morgul and Dol Guldur. Visits there have few or no safe-holds. All the Bells Ringing is a resource playable during the opponent's turn at a safe-hold if a company attacks you. The attack is cancelled and the minion company must face all AA at the site this time normally. Dangerous sites for minions include Wain-Easterling Camp, Balchoth Camp, Iorag Camp, Raider-hold, and Strayhold. You may want to visit these sites just for playing this resource. Consider transferring Valiant Sword to King Vidugavia when he moves for CvCC or permanently after killing a Dragon.

FACTION WAR

This is one of the most heavily-involved faction war avatars for the heroes. King Vidugavia will play seven factions – only five will wage war. The goal is to prevent any minion man faction from the East to enter war anywhere: Mirkwood, Gondor, or Bellakar. There are eight factions to be recruited by Ûvatha. You two will struggle with three of them (i.e. Easterlings, Wain-Easterlings, and Variags of Khand). The Ringwraith will not enter war with you unless you attack him first or until he has gathered sufficient factions to maintain the rearguard of Mordor in the act of failure. Thus, you can attack him first. Do so once you have three of the six factions in play. This will likely be the Men of Rhovanion and Men of Dorwinion. If you can eliminate four minion factions not including one dual man faction played by you, then that will be success. In that case three minion man factions will make it to war in the West.

Doom of Choice will be played in both decks. Stout Captain will be played on a leader other than Bard. The other leaders are man so all the man factions in the same region will gain +1 to prowess.

In the case of the hero factions are left in Rhovanion with no enemy there or the minion man factions have moved to battle Gondor do not move to aid Gondor. You do not want to move to Dagorlad during the councils in fear of congregating armies in the path of the Ringbearer. Also, if you move to Harondor through Khand then the Enemy will ponder this move on your part, which will lead him to the purpose of shielding Dagorlad and the diversion of raiding Mistrand. Instead move the hero factions to support Thranduil in Western Mirkwood. The Demons of Iluin might send an army to the Iron Hills. In this case move to intercept.

GONDOR DIVISION

King Vidugavia shares the Gondor Division with Lord Denethor, Saruman, and King Theoden. The goal of this division is to contain Mordor. King Vidugavia may encounter Denethor in Khand, whom will be attacking minions. King Theoden will send an erod into Rhovanion on the way to Nurn. Protect them from Uvatha's minions. Saruman will be south in

Ered Hamal. Come to his rescue if he is attack in your regions of interest.

All three will converge on Mordor in the second deck. You do not have to contribute by playing Tower Raided. However, you should attack Uvatha's minions first.

This avatar's goal is to limit man factions from Rhûn to engage in battle westward. Get Men of Dorwinion in play soon since that faction negatively modifies many influence attempts against minion factions.

HERO PLAYERS

Other hero players that may interact with you include Alatar, Radagast, Thranduil, and Thrain II. Radagast will play resources in Southern Rhovanion. Thranduil is playing two man factions in Northern Rhovanion. Thrain II will make Eorstan his entry point into the Under-deeps. That dwarf-lord will not attack minions on the surface. Alatar is north of your realm. He will use Rhûbar as a haven.

BLACK PLAYERS

Ûvatha is the opponent to this avatar. The Ninth will likely be moving all around the Plains influencing factions. He should have one company always in or near to Harrhun. Mistrand will likely be used has a haven. If this site is vital to the Ringwraith, then play Tower Raided on it. An attack on the Ringwraith will frighten him. A change in the strategy of an active Ringwraith will be detrimental to this player. The King with Valiant Sword has 8 prowess. This will be enough to face a tapped Ûvatha the Ringwraith. Keep Galva secluded so to make her use to be Sage only. Then one turn give her the sword to attack a Ringwraith. Or play Vygavril as a follower to the avatar. Give her the sword to for 10 prowess.

Hoarmûrath is facing Denethor. You should not see him or his minions unless in Nurn. Ren too will not be in your lands unless to attack Saruman, which is your duty to give aid to the White Wizard. Dwar too will not be seen. Dagorlad is the nearest region he will be to this avatar. Consider attacking his minions in Dagorlad if the situation will bring much profit.

Another Ringwraith can cause problems too. Visits to Dagorlad or Southern Rhovanion may draw the ire of Khamual if you are weak during the site phase.

GREY PLAYERS

A couple of Grey Players are near Dorwinion. Smaug the Golden is an ever-constant threat. That worm is not likely to venture south, but he might attack a company in Northern Rhovanion. Be careful when in that region.

The Demon of Illuin is too far north to bother you unless you are travel near the slopes of Barl Synmac.

1st PD

The starting company will begin at Riavod. It should play as many resources and factions as possible. Most of the main companies should be form during the first playdeck. Dragon-slaying should be in order at exhaustion. It is acceptable to engage in faction battles, but prudence might be in order to not stir the wrath of Uvatha yet.

2nd PD

Bard should have all the resources ready for dragon-slaying. Yet, he needs to wait until the dragon manifestations are played. Such waiting will hinder playing Tower Raided at Mistrand or to combat minions. Thus, combat Uvatha's minions early in the second deck to support the raid into Mordor. Also influence the rest of the factions.

Engage in faction battles when either the minion factions begin to move to Mordor or when you have three factions played, which will battle. This will disrupt the strategy of Uvatha and so provide you time to influence the dual factions. It only requires two turns for the minion man factions to move deep into Mordor or to Ithilien.

Longbottom Leaf is in the sideboard. It will be in the playdeck after exhaustion. Use Longbottom Leaf to bring in the tower raiding resources. Mistrand will be raided on Turn 15 or Turn 16. Six resources are needed. All three leaves will be used to send these six resources to the playdeck. Any occupying company will not be able to heal at Mistrand. Get No Strangers at This Time on the site or replace the first company with another to keep the site in play. Riavod with Wild Horses already allows movement from Riavod to Nurn in five regions. From Mistrand heroes can move to Harondor in five regions to support Imrahil battling the Corsairs. Support for Gondor should come first ahead of Mirkwood or dwarf support.

Do not abandon the dragon-slaying quest. Use other companies for combat keeping Bard ready. He should be able to move to Northern Rhovanion from any site already mentioned important by this avatar including Harondor and Khand in four regions or less.

MARSHALLING POINTS

- C=6 There are nine characters with a mind greater than two for a total of 12 MP. Expect many deaths. The main companies have 7 MPs.
- I=2 Three 32-MP items are in the deck, but one will be discarded to play Tower Raided.
- F=5 Most of the factions will battle. Ravens and Horses will provide 2 MP. Expect two factions to be alive at the end of the councils for 3 more MPs.
- A=1 Try to maintain one ally for survival so to not zero out this MP type.
- M=9 One light enchantment will grant 1 MP. King of Dale is not counted here. The eight other MPs are from Tower Raided, Great Achievement, and No Strangers at This Time.
- K=9 This a lot of Kill MP. Try to kill a dragon ahunt from a non-hero player else you will not gain the MPs. Better yet kill two dragons.

PLAYDECK MANAGEMENT

Sideboard configuration is unique for this avatar. Some resources are needed to play in the first deck, but will not be transferred using Longbottom Leaf. The leaf will be in the sideboard itself to transfer six resources in the second playdeck. 15 resources will be sent to the discard pile, but some will be nice to play in the first play deck. If Smoke Rings are played late in the first deck, then use it to transfer the horse allies to the playdeck. Else it might be turns to play the horse ally during the second deck.

Longbottom Leaf will be in the second deck. If it is drawn too early then discard it hoping to fetch it again using Smoke Rings.

Horns, Horns, Horns will be sent to the second playdeck by mid second playdeck so to revive discarded factions or failed influence attempts. A Merrier World should be brought to the play

deck at the start of the White Council so to gain more Kill MPs, which are a large pool of this avatar's MP.

1	Valiant Sword	Leaf2		
1	mounted lance		dp121	
3	Mighty Steed		dp11,dp12,dp13	
1	Easterlings		dp14	
1	Wain-Easterlings			Leaf3
1	Variags of Khand		dp15	
1	King of Dale			Leaf3
1	Rhun		dp122	
2	All the Bells Ringing		dp24,dp25	
3	Hidden Knife		dp152, dp153, dp154	
1	Horns, Horns, Horns			tap
1	Crept Along Carefully		dp31	
1	Of the Race of Dale		dp32	
1	Captain of the Guard		dp33	
1	Grim Voiced and Grim Face	tap		
1	Rebuild the Town			tap
3	Longbottom Leaf		dp123	
1	The Choice of Doom		dp151	
1	Stout Captain		dp35	
1	Trusted Counsellor	Leaf2		
1	Govern Man and Beast		dp34	
1	Herald of the King	Leaf1		
1	Prince of Rhovanion	Leaf1		
28 resources				

action	cards	tap	cards2	tap2
SB to PD	1	+1	2	+2
SB to DP	19	+4	0	0
Leaf	4	0	2	0
avatar card	---	-3	---	-3

Vidugavia needs to tap2x in the first deck.

HAZARD

This hazard strategy does require you to hold onto creature cards if the opponent is moving through Wildernesses.

CREATURES

You have 18 creatures in the deck. This is a wilderness theme. One creature is playable in a single Wilderness and three are playable to triple Wilderness. Such playability will limit the play of these creatures, but the attacks are vicious if played. Withered Lands will help. Three copies of this environment event should play six total creatures, but rests upon Doors of Night in play. The other six triple Wilderness creatures will be on their own.

Three creatures are trolls; all playable in Wilderness. There are two lycanthropes: Were-worm and Were-wolf. Were-worm, a drake, chooses defenders and a successful strike discards an item. Were-wolf, a demon wolf, has a lower prowess and body, but is more playable. It also has one strike playable in double Shadow-lands or Dark-domain. This creature will be played on Uvatha's minions.

Bardings is a man regional creature based around Northern Rhovanion. Other regions include Iron Hills, Grey Mountain Narrows, and Southern Rhovanion. The prowess is high at 10. There are five minions affected by this creature: Thorkmaw, Smaug, Mouth, Uvatha, Khamual.

Creatures

- FH:
- BH:
- 3 RL: Wild
- SH:
- DH:
- UD:

-
- FD:
 - BL:
 - 3 W Wild
 - WW
 - 12 WWW Hermit Mountains were-wolf were-worms
 - SL
 - 3 SLSL were-wolf
 - 3 DD were-wolf
 - 3 TT Hermit
 - CS

-
- 3 Grey Mountain Narrows Bardings
 - 3 Dorwinion Bardings
 - 3 Northern Rhovanion Bardings
 - 3 Southern Rhovanion Bardings
 - 3 Iron Hills Bardings

Hazard EVENTS

Base cards-2

Two copies of Twilight are for discarding Doors of Night.

Corruption/Check-9

Plague is playable on those moving or at a non-haven, non-Ruins site. All characters at the same site of the victim must make a body check at -2. Be careful the victim does not move where heroes are found. Heedless Revelry targets a squatting company. All those in the company that rolls higher than his mind must tap. It can also be played on-guard. A Lie In Your Eyes forces one of the following: tap, tap ally, or make roll that discards the target if it is greater than 6 of the mind. Place this hazard on minions with a mind fewer than four.

Main Theme-6

This theme is to cause a roadblock to those playing factions in a tight area. Doubled Vigilance is played on a Shadow-hold. A roll is made either nothing happens or the company faces a nasty attack of Orcs-4strikes with 9 prowess. Crossing the Borders is another hazard to target a squatting company that faces a copy of an AA in an adjacent region's site. Some companies will face dragon attacks or those at darkhavens may face elf attacks.

Secondary Theme-9

The secondary theme lowers that stats of minions. Something has Slipped lowers the prowess of everyone in the company when a member becomes wounded. It is easily discarded, but can greatly weaken a company. Power Relinquished to Artifice is playable on a Ringwraith. His prowess and DI is lowered by one. Not a large decrease, but it burdens the avatar. Burdensome Commands is a hazard for non-avatar characters with a mustering card in play. Mind, DI, and prowess are reduced. This is a great burden and needs healing to be removed. This may cause a powerful minion and his followers to leave the battlefield for a turn.

Withered Lands is a hazard questionable to place with a hero. This environment hazard is a short-event so it will harm the hero players. You choose a Wilderness, Border-land, or Shadow-land to become a double Wilderness for the turn only if Doors of Night is in play. This should greatly increase playability of your creatures.

Support Cards-5

No Place for a Pony is playable on a horse ally. If the company visits a black-hold then the ally is discarded. There are several such sites Uvatha will frequent. You should discard a horse ally each time this hazard is played. Dark is the Hour needs a faction away from home. The prowess is reduced by one. Fearful Sun is an environment hazard that either hinders movement for hero factions or minion factions. Affected alignment moves one less region for its faction.

Utility-3

An Unexpected Outpost will transfer the sideboard hazards, which are 12 in total. First transfer Heedless Revelry, then A Lie In Your Eye.

KING VIDUGAVIA WARRIOR/SCOUT/DIPLOMAT ATANI-LORD

[Mind: 7; GI: 20; DI: 2, (DI: 7); P/B: 6/8; Home Site: Riavod]

Unique. Leader. Manifestation of Vidugavia. +1 prowess against Animals and Wolves. +5 direct influence against Men characters with a home site in or adjacent to Dorwinion or Harrhûn. +2 direct influence against man factions playable at sites in Dorwinion. When King Vidugavia is at Riavod you may keep one more card than normal in your hand.

If his company is not overt, then men automatic-attacks your covert companies face are always detainment if King Vidugavia is at a site in the same region.

Tap to take Palace of the King from your discard pile to your hand.

PALACE OF THE KING

[MP: 0; SP: 1]

STAGE RESOURCE PERMANENT-EVENT

Unique. King Vidugavia specific. Playable on a Riavod. May also be played during the end-of-turn phase. The site becomes a Lord-haven. If one of your companies is at this site all attacks against it are cancelled. Characters with Shrel-Kain or Riavod as their home site may be brought into play under GI at this site (even if none of your companies are at the site). Only agents that have Shrel-Kain as a home site may move to this site. Discard this card when the site leaves active, when Smoke on the Wind or People Diminished is successfully played at the site.

GOVERN MEN AND BEAST

[DI: -2; SP: 1]

STAGE RESOURCE PERMANENT-EVENT

Atani-lord only. Command. Playable on a leader. Return any other command cards on target leader to your hand. -2 to target leader's EI (to a minimum of 0). Whenever a controller of a non-unique animal ally would be discarded in bearer's company you may instead place the ally with this card. During the organization phase at a haven a character in the company may tap to control the ally. Tap the ally. Each character in the company has +1 to his corruption checks for each such ally he controls.

HERALD OF THE KING

[DI: +3; SP: 1]

STAGE RESOURCE PERMANENT-EVENT

Unique. King Vidugavia specific. Playable on a unique man, dwarf, or elf character with a normal mind greater than two. +3 DI against characters of his race. Character becomes a leader if not already and has a mind greater than 4. Character can tap to cancel a detainment automatic-attack with a type same as his race.

PRINCE OF RHOVANION

[CP: 1; SP: 1]

STAGE RESOURCE PERMANENT-EVENT

Unique. King Vidugavia specific. Place this card on King Vidugavia if he is in play. Tap during your end-of-turn phase (if on King Vidugavia) to take Profitable Trade, Rhûn, or a command card from your discard pile to your hand.

CHARACTERS-8

7-7-5-3-5

4 Bard Bowman	7/2/5/8+	W/Sc/D	M	Lake-town	+5DI.m(Great Central Plains)
2 Maran	7/2/5/8	W/Sc/Sa	M	Logath Camp	
1 Yanos Kosvar	4/0/5/7*	W/Sc	M	Logath Camp	+2DI.f(Harrhun,Forrhun)
2 Seyran	5/1/4/9*	W/R	M	Logath Camp,Mistrand;	+1P.men
1 Bain	4/1/4/8+	W/R	M	Dale	+1DI.Men(N.Rhov),Dw
2 Haldalam	5/1/4/9*+	W/D	Du	Shrel-Kain	+2DI.man factions
2 Brand	6/2/4/9+	W/D	M	Dale	+2DI.mDale
Eodoric	2/0/2/7+	Sc/R	M	bhold NRhov	+1P.An+Wolves
1 Galva	4/1/0/9+	Sc/Sa/D	M	Shrel-Kain	+2DI.mDorwnion
Farahail	2/0/2/7*	Sc/Sa	Du	Riavod	
1 Kirai	4/1/4/8*+	R/D	M	Riavod	
Caerlinc	1/0/3/7+	R	M	Shrel-Kain	
Hungh	1/0/2/7	Sc	M	Relerindú	

starting company: at Riavod

<Palace of the King>

2 Seyran	5/1/4/9	W/R	
1 Yanos Kosvar	4/0/5/7	W/Sc	share of the treasure
2 Haldalam	5/1/4/9	W/D	horn of arnor
Farahail	2/0/2/7	Sc/Sa	
1 Kirai	4/1/4/8	R/D	share of the treasure

13/20 GI		Hand-8		Mind-35	
#1 Lord					[factions, allies, CvCC]
Bowman-L	7/7/5/8	W/Sc/D	1	M7	Line of Girion
Kirai	4/1/4/8	R/D	2	M4	lance, horn
Caerlinc	1/0/3/9	R	2	M1	lance, hauberk
					[+2DI.factions]
#2 Northmen					<Crept Along Carefully>
Brand-L	6/4/4/9	W/D	0	M6	Girion
Galva	4/1/0/9	Sc/Sa/D	1	W4	More
Eodoric	2/0/2/9	Sc/R	2	M2	habergeon
#3 Bardings					[RW, CvCC]
Bain-(L)	5/5/5/8	W/R	2	M5	valiant, arrow, Race, Captain, Trust, Girion
Haldalam	5/1/4/9	W/D	1	Du5	horn
					[+4DI.man factions]

Turn 1 @ Riavod

	Palace of the King															
U	Bain	4	1	4	8	Man	W		R				0	Share of the Treasure		
U	Khursh	4	0	5	8	Man	W	Sc					0			
U	Galva	4	1	0	9	Man		Sc		Sa	D		0	Share of the Treasure		
U	Brand	6	2	4	9	Man	W				D		0	Horn of Amnor		
U	Caerlinc	1	0	3	7	Man			R				0			

Hand-8, mp5, sp3, pd79

0		0	
Sun		Vidugavia	
arrows shorn of ebony		Rumors of Danger	
Smoke Rings		0	
When You Know More		Lordly Presence	

Untap

ORG

Play avatar at Riavod. Tap avatar to place 5 resources in the discard pile. Vidugavia and Brand stay. Others move to Nan Morsereg

LE

Rumors of Danger is played and Khursh taps naming Animals. Plays Sun.

MOVE

Bain, BL-WW-rl, region. Nan Morsereg

HL4, Durlach-x, Smaug plays Lure of Power.

HL2, Throkmaw-x, Fankil-x, Uvatha-x

Vidugavia, ph.

HL2, no hazards

SITE

Nan Morsereg entered. AA1-Men.3s7p

Caerlinc taps to take two strikes.

Caerlinc taps, 1: $3p-3f+7roll=7$

Caerlinc tapped, 2: $3p-3f-1t+6roll=5$, bc.9 = killed

Bain taps, $4p+8roll=12$

Galva taps to play When You Know More.

Smoke Rings shuffles Horns, Horns, Horns.

END

Turn 2 @ Nan Morsereg-T

T	Bain	4	1	4	8	Man	W		R			1	Share of the Treasure		
T	Khursh	4	0	5	8	Man	W	Sc				0			
T	Galva	4	1	0	9	Man		Sc		Sa	D	1	Share of the Treasure	When You Know More	

@ Riavod-U

U	Vidugavia	7	7	6	8	Man	W	Sc			D	0		
U	Brand	6	2	4	9	Man	W				D	1	Horn of Armor	
	Palace of the King													

Ford		Lordly Presence
Habergeon of Silver		Men of Northern Rhovanion
arrows shorn of ebony		Plague
Smoke Rings		Rumors of Danger
0		0
Hand: 8	MP: 6	SP: 3 PD: 70

Untap

ORG

Smoke Rings shuffles Sun. Vidugavia moves to Lake-town. Khursh moves Lake-town. Bain taps to play Ford on his company and returns to Riavod with Galva.

MOVE

Vidugavia, BL-W-bh, region.

HL2, Smaug plays Full of Froth and Rage.

Bain, WW-BL-h, region (ford)

HL3, Smaug plays Leucaruth at Home.

HL1, Fankil-x, Throkmau-x, Durlach-x

HL1, Uvatha-x, but Dâsakûn face-down at Lake-town.

Khursh, WW-W-bh, region.

HL2, no hazards.

SITE

Lake-town entered. Agent attacks.

Dâsakûn, $6p+2.fd+8roll=16$

Vidugavia taps to support.

Khursh, $5p+1.sup+8roll=14$, bc.11=killed

Brand taps to make an INF attempt against Men of N. Rhovanion, plays Lordly Presence and. $+2.di+2.horn+5.res+8roll=17$, pass.

END

Turn 3 @ Lake-town-T

T	Vidugavia	7	7	6	10	Man	W	Sc		D	2	Habergeon of Silver	arrows shorn of ebony
T	Brand	6	2	4	9	Man	W			D	1		Horn of Amnor

@ Riavod-U

T	Bain	4	1	4	8	Man	W		R		2	Share of the Treasure	
U	Galva	4	1	0	9	Man		Sc		Sa	D	1	Share of the Treasure When You Know More

Sun		Rumors of Danger
Habergeon of Silver	Vidugavia	
arrows shorn of ebony	0	
0		0
Bardings		Marvels Told
Hand: 8	MP: 8	SP: 3 PD: 65

Haz: War-wargs, Leucaruth at Home

Untap

ORG

Vidugavia taps for Rumors of Danger; selects Drake. Sun is played. He moves to Adan Tomb.

Bain Moves to Adan Tomb. Galva stays.

MOVE-tdfs

Vidugavia, W-WW-WW-W-rl.

HL4, Throkmaw plays Twilight to discard Sun. Moved face-down agent Fori to Shrel-kain from Logath Camp site adjacent Iron Hills. Badulia face-down agent moves from Hermit Hill to Amon Hen. Avatar card is played to untap Vidugavia.

Bain, BL-WW-WW-W-rl, region.

HL2, Throkmaw: Enchanted Stream is played. Bain, a Ranger, taps to cancel this hazard.

Galva, h

HL2, x

SITE

Adan Tomb, AA1-traps.2s10p

Brand taps to face both attacks.

1-taps, 4p-3x+8roll=9, bc.10=killed.

2-tapped, 4p-3x-1t+

Vidugavia taps to play Habergeon of Silver.

END

Turn 4 @ Adan Tomb-T

T	Vidugavia	7	7	6	10	Man	W	Sc		D	2	Habergeon of Silver	
T	Bain	4	1	4	8	Man	W		R		2	Share of the Treasure	Horn of Amor

@ Riavod-U

U	Galva	4	1	0	9	Man		Sc		Sa	D	1	Share of the Treasure	When You Know More
---	-------	---	---	---	---	-----	--	----	--	----	---	---	-----------------------	--------------------

Crossing the Borders	Maran	
War-forges	Ford	
Marvels Told	Twilight	
Doubled Vigilance	Were-worm	
0	0	
Hand: 8	MP: 7	SP: 3 PD: 55

Res: Gates

Haz: Legacy of Carcaroth, Leucaruth at Home,

Untap

ORG

War-forges is played on Riavod-a protected Lordhaven. Bain taps to play Ford and moves to Logath camp. Galva stays.

MOVE-fsdt

Vidugavia, W-WW-WW-bh, region.

HL2, Fankil plays Fever of Unrest. Then plays Itangast,dragon.3s18p8b.

Extra strike to Vidugavia.

Vidugavia, fail. Wounded, bc.6.

Bain fail, wounded, bc.8

Galva, ph.

HL2, no hazards.

SITE

END

Turn 5 @ Logath Camp-U

T	Vidugavia	7	7	6	10	Man	W	Sc			D	2	Habergeon of Silver	
T	Bain	4	1	4	8	Man	W		R			2	Share of the Treasure	Horn of Amor

@ Riavod-U

U	Galva	4	1	0	9	Man		Sc		Sa	D	1	Share of the Treasure	War-forges When You Know More
---	-------	---	---	---	---	-----	--	----	--	----	---	---	-----------------------	----------------------------------

Were-worm		Maran	
black arrow		Marvels Told	
Dark Numbers		Gates of Morning	
0		Vidugavia	
0		0	
Hand: 8	MP: 6	SP: 5	PD: 48

Res: gates of Morning,

Haz: Legacy of Carcaroth, Great Need or Purpose.

Untap

ORG

Maran is played at Logath Camp. Tap avatar to place 5 cards in discard pile.

[note made a year later; avatar was wounded last turn]. All stay.

MOVE-wdan

Vidugavia, bh.

HL3, Wking plays Twilight on Gates, but Vidugavia plays Gates. Moves agent Elerina face-down from Celebannon to Buhr Thursig, then using Great need or Purpose moves to Barak-Shathur.

HL1, Dwarf-x, Ardagor plays Doors of Night.

Galva, h.

HL2, Wking-x, Dwarf-x, Ardagor-x, Necromancer plays Nuluzir face-down.

SITE

Logath entered. AA1-men.each.5p,detainment. No one tapped. Maran taps to play Dark Numbers. Bain taps to play Black Arrow.

END

Turn 6 @ Logath Camp-T

T	Vidugavia	7	7	6	10	Man	W	Sc			D	2	Habergeon of Silver	
T	Maran	7	2	5	8	Man	W	Sc		Sa		0		Dark Numbers
T	Bain	4	1	4	8	Man	W		R			3	Share of the Treasure	Horn of An black arrow

@ Riavod-U

U	Galva	4	1	0	9	Man		Sc		Sa	D	1	Share of the Treasure	War-forges When You Know More
---	-------	---	---	---	---	-----	--	----	--	----	---	---	-----------------------	----------------------------------

Were-worm		LongBottom Leaf
Sun		Marvels Told
Bard Bowman		0
Smoke Rings	Vidugavia	
Vidugavia		0
Hand: 8	MP: 8	SP: 5 PD: 40

Untap

ORG

Longbottom Leaf shuffles Herald of the King and Prince of Rhovanion. Smoke Ring shuffles Grim Voice and Grim Faced. Avatar taps to place 5 resources in discard pile. Vidugavia+ move to Buhr Thurasig. Galva stays.

LONG Sun is played.

MOVE-dnaw

Galva, ph.

HL2, Dwarf-x, Necromancer plays Súrion and Elwen both face-down as agents.

Vidugavia, WW-W-SL-rl, region.

HL3, Dwarf-x, Necromancer-x,

HL3, Ardagor keys hermit Troll to WWW, troll.1s12p5b

Avatar card untaps Vidugavia. Black Arrow is tapped for -1 to prowess and body.

Maran taps to support.

Vidugavia taps, 6p + 1.sup+6roll=13, bc. +1.arrow+8roll=9, killed creature.

HL1, Witchking-x Uvatha-x

Longbottom Leaf shuffles Trusted Counsellor and Valiant Sword.

SITE

END

Turn 7 @ Buhr Thurasig-U

T	Vidugavia	7	7	6	10	Man	W	Sc		D	2	Habergeon of Silver		
T	Maran	7	2	5	8	Man	W	Sc		Sa	0		Dark Numbers	
U	Bain	4	1	4	8	Man	W		R		3	Share of the Treasure	Horn of An black arrow	

@ Riavod-U

U	Galva	4	1	0	9	Man		Sc		Sa	D	1	Share of the Treasure	War-forges When You Know More
---	-------	---	---	---	---	-----	--	----	--	----	---	---	-----------------------	----------------------------------

Hungh		Herald of the King
Martels Told		Twilight
Bard Bowman		Trusted Counsellor
Vidugavia		Sun
0		Ford
Hand: 8	MP: 9	SP: 5 PD: 33

Haz: Doors of Night

Untap

ORG

Buhr Thurasig is tapped to play Bard Bowman as a follower to Bain. Galva stays. Others move to Riavod. Twilight targets Doors of Night.

LONG Sun is played.

MOVE-awnd

Galva, ph.

HL2, no hazards

Vidugavia, SL-W-BL-h.

Grim Voice and Grim Faced is played on Bard Bowman.

HL4, Ardagor keys Olog-hai to SL, trolls.3s10p5b. Black Arrow is tapped. 3s9p4b

Vidugavia taps, 6p+6roll=12, bc.7= defeated strike.

Maran taps, 5p+7roll=12, bc.10= defeated strike.

Bard taps, 5p+5roll=10, bc.9=defeated strike. Killed creature.

+

Ardagor keys Olog-hai to SL, trolls.3s10p5b.

Avatar card untaps Vidugavia.

Vidugavia taps, 6p+5roll=11, bc.11=defeated strike.

Bain taps, 4p+10roll=14, bc.4

Bard tapped, 5p-1t+6roll=10.

SITE

END

Turn 8 @ Riavod-U

T	Vidugavia	7	7	6	10	Man	W	Sc			D	2	Habergeon of Silver	
T	Maran	7	2	5	8	Man	W	Sc		Sa		0		Dark Numbers
T	Bain	4	2	4	8	Man	W		R			3	Share of the Treasure	Horn of An black arrow
T	Bard Bowman	4	2	5	8	Man	W	Sc				0	Grim Voice and Grim Faced	
	Palace of the King													War-forges
U	Galva	4	1	0	9	Man		Sc		Sa	D	1	Share of the Treasure	When You Know More

Hungh		Herald of the King
Marvels Told		0
Ford		Trusted Counsellor
0		horn of armor
Valiant Sword		Trolls from the Mountains
Hand: 8	MP: 11	SP: 5 PD: 27

Haz: Doors of Night

Untap

ORG

Herald of the King and Trusted Counsellor are played on Galva. Bain taps to play Ford. Vidugavia stays. Others move to Beorn's House.

MOVE-ndwa

Vidugavia, h.

HL2, no hazards

Maran, BL-W-W-BL-fh, region.

HL4, Necromancer plays Nobody's Friend to fetch Wormtongue; plays as agent.

SITE

END

Turn 9 @ Riavod-U

U	Vidugavia	7	7	6	10	Man	W	Sc		D	2	Palace of the King	War-forges
												Habergeon of Silver	

@ Beorn's House-U

U	Galva	4	7	0	9	Man		Sc		Sa	D	1	Herald of the King	Trusted Cc When You Share of the Treasur
U	Maran	7	2	5	8	Man	W	Sc		Sa		0		Dark Numbers
U	Bain	4	2	4	8	Man	W		R			3	Share of the Treasure	Horn of An black arrow
U	Bard Bowman	4	2	5	8	Man	W	Sc				0	Grim Voice and Grim Faced	

Daurukh		An Unexpected Outpost
Yanos Kosvar		Lordly Presence
mounted lance		Plague
Marvels Told		horn of armor
Valiant Sword		0
Hand: 8	MP: 11	SP: 8 PD: 18

Haz: Arda Angered, War-wolves, Full of froth and Rage, Doors of Night

UNTAP

ORG

Yanos Kosvar played at Riavod. Galva transfers Share of the Treasure to Maran. Galva taps to play Marvels Told to discard Arda Angered, cc-2+5roll=3, pass. Maran transfers Share of the Treasure to Galva. Vidugavia stays. Others move to Glittering Caves-minion version.

MOVE-cAdIAk

Vidugavia, h.

HL2, Court has My Precious at Glittering Caves.

No hazards.

Maran, BL-W-BL-BL-bh, region.

HL4, Court plays Weariness of the Heart on Bain for cc. cc-1-1-1+8roll=5, pass.

SITE

Riavod entered. War-forges tapped to allow battle-gear minor items. Yanos taps to play Mounted Lance tapping the site.

Glittering Caves entered. AA1-pukel.1s9p. Black Arrow is tapped.

Bain taps, 4p+6roll=10.

Scatha Hoard Dispersed is discarded allowing hoard items playable in Gap of Isen.

Bard taps to play Valiant Sword tapping the site. Maran taps to play Horn of Anor.

END

Gates of Morning is played.

Turn 10 @ Riavod-T

U	Vidugavia	7	7	6	10	Man	W	Sc			D	2	Palace of the King	War-forges
T	Yanos Kosvar	4	0	5	7	Man	W	Sc				0	Habergeon of Silver	
													Mounted lance	

@ Glittering Caves-T

T	Galva	4	7	0	9	Man		Sc		Sa	D	1	Herald of the King	Trusted Cc	When You	Share of the Treasure
T	Maran	7	2	5	8	Man	W	Sc		Sa		1	Horn of amor	Dark Numbers		
T	Bain	4	2	4	8	Man	W		R			3	Share of the Treasure	Horn of An	black arrow	
T	Bard Bowman	4	2	7	9	Man	W	Sc				2	Grim Voice and Grim Fat	Valiant Sword		

Daurukh		Were-wolf	
Were-worm		Lordly Presence	
Wild Horses		0	
Eodoric		Withered Lands	
Prince of Rhovanion		0	
Hand: 8	MP: 13	SP: 6	PD: 7

Res: Gates of Morning

Haz:

UNTAP

ORG

Prince of Rhovanion played on Vidugavia. Vidugavia moves to Raider-hold. Galva+ move to Osgiliath.

MOVE-AdAkIC

Galva, BL-BL-FD-rl, starter.

HL4, Adunaphel moves Pon-ora-Pon to Osgiliath.

HL2, Akhorahil moves Vaal Gark to Osgiliath.

Nobody's Friend fetches Tarvaran.

Vidugavia, BL-W-SL-bh, region.

HL2, Indur plays Outpost.

SITE

Raider-hold entered. AA1-men.4s9p, detainment. 3 strikes to Vidugavia.

Vidugavia no tap, 6p-3x-2s+12roll=13.

Yanos Kosvar no tap, 5p-3x+9roll=11.

Yanos Kosvar taps to play Hauberk of Bright-mail tapping the site.

Vidugavia taps to make and INF attempt on Wild Horses playing Lordly Presence.

+2.di+2.card+3.mod+5.res+6roll=18, pass. Draws a card.

END

Vidugavia's deck exhausts.

Cvcc against Vidugavia. No Cancel.

U	Ulrac	8	8	8	8	Man	W	Sc			D	3	By the Ringwraith's Word	Ovatha's B	Lord of the mounted lance
U	Mighty Steed	2	0	3	8	horse						a			
U	Nevido Smôd	4	1	5	8	Man	W		R			1	mounted lance		
U	Mighty Steed	2	0	3	8	horse						a			
T	Shâmas	3	1	2	8	Man	W				D	0			
U	Jehn Remak	2	0	3	7	Man			R			0			

T	Vidugavia	7	7	6	10	Man	W	Sc			D	3	Habergeon of Silver	Prince of Rhovanion
T	Yanos Kosvar	4	0	5	9	Man	W	Sc				3	Mounted lance	Hauberk of Bright Mai

Ulrac vs. Vidugavia. 3 excess strikes to Vidugavia. Discards Mounted Lance to give -1 body
 Nevido Smod vs Yanos Kosvar. 1 excess strike to Yanos Kosvar. Plays Swift Strokes.

Ulrac taps, $6p+2wp+7\text{roll}=15$

Vidugavia tapped, $6p-1t-3s+5\text{roll}=7$, wounded. Bc: $+1+8\text{roll}=9$, alive.

Nevido Smod taps, $4p+1wp+1\text{res}+6/3\text{rolls}=12$, wounded. Bc.8=alive

Yanos Kosvar tapped, $5p-1t+11\text{roll}=15$.

Have a problem. Palace of the King is in sideboard with a wounded avatar.

TURN 11 @ Raider-hold-T

W	Vidugavia	7	7	6	10	Man	W	Sc			D	3	Habergeon of Silver	Prince of Rhovanion
T	Yanos Kosvar	4	0	5	9	Man	W	Sc				3	Mounted lance	Hauberk of Bright Mai

@ Osgiliath-U

U	Galva	4	7	0	9	Man		Sc		Sa	D	1	Herald of the King	Trusted Cc When You	Share of the Treasu
U	Maran	7	2	5	8	Man	W	Sc		Sa		1	Horn of armor	Dark Numbers	
U	Bain	4	2	4	8	Man	W		R			3	Share of the Treasure	Horn of An	black arrow
U	Bard Bowman	4	2	7	9	Man	W	Sc				2	Grim Voice and Grim Fac	Valiant Sword	

Res: Gates of Morning,
Haz: Fearful Sun, Beacons Alight

UNTAP

ORG

Smoke Rings shuffles Palace of the King. Daurukh is played at Raider-hold.
Vidugavia moves to Riavod. Galva moves to Riavod.

MOVE-icAkAd

Vidugavia, SL-W-BL-bh, region

HL3, Indur deck exhausts on card draw.

Akhorahil moves agent Vaal Gark from Osgiliath to Dead Marshes.

HL1, Uvatha moves agent Woffung from home site to Riavod.

Galva, W-SL-W-BL-bh, region.

Drew Palace of the King!

HL4, Indur plays Doors of Night.

HL2, x

Galva taps to play Marvels Told, Bain and Bard support, cc-1-2+2sup+10roll=9, pass. Itangast at home discarded. Of the Race of Dale played on Bard.

SITE

END

Maran taps to play Marvels Told, Yanos and Daurukh support, cc-1-2+2sup+7roll=6, pass.

Lomaw at Home discarded.

Palace of the King played on Riavod.

END

Combat with King Vidugavia at Nuriag Camp.

T	Ulrac		8	8	8	8	Man	W	Sc			D	3	By the Ringwraith's Word	Ovatha's B	Lord of the Iorags
T		Mighty Steed	2	0	2	7	horse						a			
T	Nevido Smôd		4	1	5	8	Man	W		R			1	mounted lance		
T		Mighty Steed	2	0	3	8	horse						a			
U	Shámas		3	1	2	8	Man	W				D	0			
T	Jehn Remak		2	0	3	7	Man			R			0			
T	Ulred		4	2	2	7	Man				Sa	D	4	Blazon of the Eye	Sceptre of	Lure of Nature
U	Tros Hesnef		2	0	5	7	Man	W					1			

T	Galva		4	7	0	9	Man		Sc		Sa	D	1	Herald of the King	Trusted Cc	When You	Share of the Treasure
T	Maran		7	2	5	8	Man	W	Sc		Sa		1	Horn of amor	Dark Numbers		

Shamas plays Swift Strokes. Ulred, Jehn, and Ulrac support Shamas.

Shamas v Maran

Tros v Galva

Shamas taps, $2p+1res+3sup+4roll=10$, wounded, bc.4=alive.

Maran tapped, $5p-1t+8roll=12$

Tros taps, $5p+3roll=8$

Galva tapped, $0p-1t+7roll=6$, wounded. Bc.8, alive.

Uvatha the Ringwraith

4	3	7	6	7
4	8	2	9	7

King Vidugavia

8	7	4	5	10
4	4	6	6	9

END

@ Riavod-U

@ Lake-town-U

@ Nuriag Camp-U

Easterlings(H)	Daurukh	
Sun	Lordly Presence	
Trolls from the Mountain	Gates of Morning	
Eodoric	Were-worm	
Were-worm	0	

Haz: Fearful Sun, arda Angered, Reaching Shadow, Agburanar at Home

ORG

Daurukh no tap, $4p-3x+4roll=5$, taps.

HL2, Felagrog plays Summons From Long Sleep.

Moves agent Nimloth from Nuriag Camp to Nûrniag Camp.

END

TURN 14
[A distraction is needed for Uvatha's minions]

@ Riavod-U

@ Riavod-U														
	Palace of the King													
T	Vidugavia	7	7	6	10	Man		W	Sc		D	2	Habergeon of Silver	Prince of Rhovanion
U	Yanos Kosvar	4	0	5	9	Man		W	Sc			2	Mounted lance	Hauberk of Bright Mail
W	Galva	4	7	0	9	Man			Sc	Sa	D	1	Herald of the King	Trusted C When You Share of the Treasure
U	Maran	7	2	5	8	Man		W	Sc	Sa		1	Horn of armor	Dark Numbers
T	Daurukh	4	0	5	8	Man		W	Sc			0		

@ Lake-town-U

U	Bain	4	2	4	8	Man	W		R		3	Share of the Treasure	Horn of An black arrow		
U	Bard Bowman	4	2	7	9	Man	W	Sc			2	Grim Voice and Grim Fax	Valiant Sword		Of the Race of Dale

Easterlings(H)		Mighty Steed	
Ravens of Northern Rhov		Lordly Presence	
Trolls from the Mountains		Gates of Morning	
Eodoric		Were-worm	
Were-worm		0	
Hand: 8	MP: 15	SP: 5	PD: 56

Res: Gates of Morning, Moon, Sun, Echo of All Joy

Haz: Fearful Sun, Stench of Mordor, Reaching Shadow, Press-gang,

Itangast/Agburanar at Home, Hosts of Bats, The Back Door

UNTAP

ORG

Eodoric is played at Lake-town. Maran transfers Horn of Anor to Vidugavia, cc auto.

Bain+ move to Riavod. Vidugavia move to Easterling Camp.

LONG Hosts of Bats discarded.

MOVE-makf

Vidugavia, FD-BL-SL-bh, region

HL5, Uvatha plays Seized by Terror, Galva 4mind+8roll=12, pass.

Bain, BL-FD-h, region

HL3, x

SITE

Easterling Camp-U no AA

Vidugavia taps to make an INF attempt on Easterlings, plays Lordly Presence and Dark Numbers
+2.di+5.res+2.horn+3.dark+12roll=24, pass site taps.

Uvatha.14.gi+4roll=18.

Yanos Kosvar taps to play Mighty Steed.

Uvatha the Ringwraith has the site in his discard pile!

END

TURN 15

@ Easterling Camp-T

T	Vidugavia	7	7	6	10	Man	W	Sc		D	3	Habergeon of Silver	Prince of Rhovanion	Horn of armor	
T	Yanos Kosvar	4	0	5	9	Man	W	Sc			2	Mounted lance	Hauberk of Bright Mail		
U	Mighty Steed	2	0	2	7	horse					a				
T	Galva	4	7	0	9	Man		Sc		Sa	D	1	Herald of the King	Trusted Cc When You	Share of the Treasure
U	Maran	7	2	5	8	Man	W	Sc		Sa		0			
U	Daurukh	4	0	5	8	Man	W	Sc				0			

@ Riavod-U

U	Bain	4	2	4	8	Man	W		R		3	Share of the Treasure	Horn of An black arrow	
U	Bard Bowman	4	2	7	9	Man	W	Sc			2	Grim Voice and Grim Face	Valiant Sword	Of the Race of Dale
U	Eodoric	2	0	2	7	Man		Sc	R		0			
	Palace of the King													

0		Hidden Knife	
Ravens of Northern Rhov		Crept Along Carefully	
Men of Northern Rhovani		Gates of Morning	
Ford		0	
arrows shorn of ebony		All the Bells Ringing	
Hand: 8	MP: 19	SP: 5	PD: 44

Res:

Haz: Fearful Sun, Reaching Shadow, Press-gang, Soldiers of the Dark Lord
Andoanca/Leucaruth/Agburanar at Home.

UNTAP

ORG

Crept Along Carefully played with Bain+. Vidugavia taps to shuffle Govern Man and Beast.
Vidugavia and Yanos move to Riavod. Bain and Bard+ move to Lake-town. Galva, Maran, and Daurukh move to Adan Tomb.

MOVE-kfam

Bain, BL-W-bh, region

The Doom of Choice is played.

HL2, Khamaul plays Scatha at Home.

Turns agent Anarin face-down, then uses Never Seen Him to move Anarin to home site.

Galva, SL-SL-W-rl, region.

HL3, Khamaul moves agent Raisha to home site.

HL1, x

Plays Gates of Morning.

Vidugavia, SL-W-BL-h, region.

HL2, No Memory of This Place played by Khamaul.

SITE

Bard tap to make an INF attempt on Men of Northern Rhovanion
+2.card+2.di-2.follower+1.mod(men)-1.scatha+9roll=11>6, pass. Taps site.

Adan Tomb entered AA1-traps.2s10p
Maran, u, 5p+12roll=17.
Daurukh, u, 5p+4roll=9, wounded, bc.7, alive.

Galva taps to play arrows shorn of ebony tapping the site.

Plays Hidden Knife on face-up Vaal Gark at Caves of Ûlund.
Were-wolf attacks (WWW), demon.wolf.1s12p5b
Vaal Gark, u, 6p+2roll=8, wounded, bc.3, alive.

END

Prince of Rhovanion is tapped to fetch Rhun.

TURN 16

@ Riavod-U

[illegible]

@ Lake-town-T

[illegible]

@ Adan Tomb-T

T	Galva	4	7	0	9	Man		Sc		Sa	D	2	Herald of the King	Trusted C	When You	Share of	Arrows sh
T	Maran	7	2	5	8	Man	W	Sc		Sa		0					
W	Daurukh	4	0	5	8	Man	W	Sc				0					

mounted lance		Ravens of Northern Rhov	
Were-wolf		Trolls from the Mountains	
Mighty Steed		Rumors of Danger	
Rhûn		Variags of Khand(H)	
Vidugavia		0	
Hand: 8	MP: 21	SP: 5	PD: 31

Res: Gates of Morning, Rammas Pelannor, No Enemy Dare Contest

Haz: Fearful Sun, Reaching Shadow, Press-gang, Redoubled Force, Host of Bats

Bairanax/Scatha/Andoanca/Leucaruth/Agburanar at Home.

UNTAP

ORG

Bain+ moves to Riavod. Galva+ move to Elgaer. Vidugavia uses Rhun to move to Variag Camp.

Rumors of Danger

MOVE-amkf

Bain, W-BL-h, region

HL3, Azog plays Stormcrow.

HL1, x

Vidugavia, W-W-W-bh, special
HL2, Azog plays Twilight to discard Gates of Morning.
Keys Orc-Raiders to W.orcs.4s6p (Host of Bats does not count against HL)
Then plays Orc Archers (none.each.6p)
Vidugavia, u, $6p-3x+6\text{roll}=9$
Yanos Kosvar, u, $5p+6\text{roll}=11$.
Mighty Steed, taps to cancel strike
+
Raiders, orcs.4s6p. extra strike to horse
Vidugavia, u, $6p-3x+9\text{roll}=12$.
He taps to play Dark Numbers.
Yanos Kosvar, t, $5p-1t+10\text{roll}=14$.
Mighty Steed, t, $2p-1t+7\text{roll}=8$.\
+
HL2, x

Avatar card untaps King Vidugavia.

Galva, W-WW-rl, region
HL3, Azog plays Doors of Night.
HL1, Mouth keys Hobgoblins to W, orcs.2s10p (Host of Bats no HL)
Galva, u, $0p+7\text{roll}=7$, wounded, bc.9. HoB bc. $7\text{roll}-1=6$, alive.
Maran, u, $5p+8\text{roll}=13$.
Orc-Lieutenant keyed to rl. Orcs.1s11p
Tribal Banner played. Orcs.1s10p
Galva, $0p-2w+5\text{roll}=3$, bc.10roll+1w+1haz=12, killed.

SITE
Variag Camp entered. AA none.
Vidugavia taps to play Mighty Steed, taps site.

END

@ Variag Camp-T

@ Riavod-U

@ Elgaer-U

mounted lance		Ravens of Northern Rhov	
Govern Men and Beast		Heedless Revelry	
Men of Dorwinion		Sun	
Wain-Easterlings(H)		Hermit Troll	
0		0	
Hand: 8	MP: 22	SP: 5	PD: 17

Haz: The Enemy at Hand, Fearful Sun, Legacy of Carcaroth, The Moon is Dead, All Dead All Rotten, Mordor in Arms, Plague of Wights

ORG

MOVE-udhr

Maran, WW-C-BL-h, region

HL2, Uvatha keys Carrion Feeders to W. animals.1s9p

Daurukh, $4p-2w+9\text{roll}=11$, dead creature.

Smoke Rings shuffles WYKMore.

Bain, BL-C-WW-rl, region

HL3-1, Uvatha plays Rats. Discard Share of the Treasure.

Play another Rats. Wound Eodoric.

Vidugavia, SL-SL-SL-W-BL-h, region. horses

HL2, Dwar plays Stay Her Appetite on Yanos ally. 11roll+1.mind=12>, 1.di+5

Ally, $2p+8\text{roll}=10$.

Yanos Kosvar, $5p-3x+10\text{roll}=12$.

SITE

Elgaer entered. Animals. $5s5p$. Black arrow taps.

Bard, $3p+2.\text{grim}+2\text{wp}-3x+6\text{roll}=10$

Bain, $4p+10\text{roll}=14$

Eodoric, $2p-2w-2s+5\text{roll}=3$, bc. $8\text{roll}+1w=\text{killed}$.

Bard taps to play Mounted Lance.

Shrel-Kain entered. No AA.

Agent attack by Uvatha. Dasakun at home site $11p/8b$, attacker

Steed taps to support

Dasakun, $6p+5\text{home}+7\text{roll}=18$

Vidgavia, $5p+1.\text{sup}-1.\text{tap}+7\text{roll}=12$, bc. $9\text{roll}+1.\text{delta}=10$.

Yanos taps to make an INF attempt on Men of Dorwinion,

Yanos, $+1.\text{man}+6\text{roll}=7$, pass, taps site.

END

Smoke Rings shuffles Trusted Counsellor.

@ Shrel-Kain-T

@ Elgaer-T

@ Riavod-U

Sun		Plague	
A Lie In Your Eyes		Vidugavia	
Lordly Presence		All the Bells Ringing	
Mighty Steed		Trusted Counsellor	
Lordly Presence		0	
Hand: 8	MP: 22	SP: 5	PD: 6

Haz: Fearful Sun, Legacy of Carcaroth, The Moon is Dead, All Dead All Rotten, Mordor in Arms, Doomed to Die, Awakened Defenders

ORG

All move or stay at Riavod. Bard+Bain moves to Dale. Plays Sun.

HL2, x

HL2, Dwarf plays Too Much to Ask to wound Mighty Steed.

HL2, x

SITE

END

Vidugavia deck exhausts

Combat with Vidugavia's characters.

T	Bard Bowman	4	2	7	9	Man	W	Sc				3	Grim Voice and Grim Face	Valiant Swords mounted	Le Of the Ra	black arrow
T	Bain	4	1	4	8	Man	W		R			1		Horn of Amor		

U	Smaug the Golden	11	5	9	10	Dragon	W		Sa	D	x	Roaming	Long Lying	Wide Awake	Old Treasures	Under His Spell
T	Agburanar at Home	2	0	9	9	Dragon			R	D	a	Beaten into Submission				

Smaug v Bain. Taps to play Memories Stolen from discard pile.

Bard v Agburanar

Smaug, $11p-2mode-1t-3haz+6roll=11$

Bain, $4p-1t+6roll=9$, bc.6 wounded.

Agburanar, $9p-1t+7roll=15$

Bard, $7p-1t+7roll=13$, bc.10=killed.

TURN 19

@ Riavod-T

W	Vidugavia	7	5	5	10	Man	W	Sc		D	2	Habergeon of Silver	Prince of Rhovanion	Horn of a Dark Nur	Govern Men and Be
W	Mighty Steed	2	0	2	7	horse					a				
U	Yanos Kosvar	4	0	5	9	Man	W	Sc			1	Mounted lance	Hauberk of Bright Mail		
U	Maran	7	2	5	8	Man	W	Sc	Sa		1	arrows shorn of ebony	Palace of the King		
W	Daurukh	4	0	5	8	Man	W	Sc			0				

@ Dale-U

W	Bain	4	1	4	8	Man	W		R		1	Valiant Sword	Horn of An Memories Stolen
When You Know More		Ford											
0		0											
Rebuild the Town		Vidugavia											
Mighty Steed		Trusted Counsellor											
Hidden Knife		Trolls from the Mountains											
Hand: 8		MP: 22		SP: 5		PD: 87							

Res: Safe From the Shadow, Rammas Pelannor, Face Out of Sight, Moon

Haz: Fearful Sun, Legacy of Carcaroth, The Moon is Dead, Mordor in Arms, Doomed to Die, Awakened Defenders, Wake of War, Beacons Alight

UNTAP

ORG

Trusted Counsellor played on Maran. Bain moves to Nan Morsereg. Vidugavia and Daurukh stay. Maran and Yanos Kosvar move to Nan Morsereg.

MOVE-hrud

Vidugavia, h

HL2, Hoarmurath plays Outpost.

Bain, W-WW-rl, region

HL2, Hoarmurath keys Mewlips to WW. Undead.2s10p (MiD=3s11p)

Bain, 4p+2wp-2s+3roll=7, bc.6, wounded.

In Darkness Bind Them played.

Maran, BL-WW-rl, region

Hoarmurath deck exhaust.

HL2, Keys Chill Douser to rl, undead.3s8p (MiD=4s9p)

Maran, 5p-3x-2s+11roll=11

Yanos, 5p-3x+7roll=9, tie.

Stirring Bones to Rl, undead.2s9p (MiD+CD=4s11p).

Marin, 5p-2s+9roll=12.

Yanos, 5p+5roll=10, bc.12=killed.

SITE

END

TURN 20

@ Riavod-U

T	Vidugavia	7	5	5	10	Man	W	Sc		D	2	Habergeon of Silver	Prince of Rhovanion	Horn of a Dark Nurt	Govern Men and Beast
T	Mighty Steed	2	0	2	7	horse					a				
T	Daurukh	4	0	5	8	Man	W	Sc			0				

@ Nan Morsereg-U

T	Maran	7	5	5	8	Man	W	Sc		Sa	2	arrows shorn of ebony	Trusted Counsellor	Hauberk of Bright M
W	Bain	4	1	4	8	Man	W		R		3	Valiant Sword	Horn of Arl Memories Stolen	

No Place For a Pony		0	
Captain of the Guard		All the Bells Ringing	
Rumors of Danger		Vidugavia	
Mighty Steed		Herald of the King	
Hidden Knife		Vidugavia	
Hand: 8	MP: 21	SP: 4	PD: 76

Res: Safe From the Shadow, Rammas Pelannor

Haz: Fearful Sun, The Moon is Dead, Mordor in Arms, In Darkness Them

Great Need or Purpose, Plague of Wights

UNTAP

ORG

Vidugavia+ move to Nuriag Camp. Bain moves to Riavod. Maran moves to Nuriag Camp.

Rumors of Danger played, Vidugavia (Scout) taps to select animal.

MOVE-dhru

Bain, WW-BL-h, region

HL2, x

Vidugavia, BL-W-WW-SL-bh, region

Dwar deck exhaust.

HL2, Dwar plays No Place for a Pony.

Maran, WW-WW-SL-bh, region

Plays Sun.

HL2, x

SITE

Nuriag Camp entered. AA-Men.3s8p, detainment

Maran faces two strikes

Vidugavia, 5p-3x+5roll=7, taps.

Daurukh taps to play Mighty Steed.

Plays Hidden Knife using Were-wolf on Pôn-ora-Pôn at Setamaenen (WWW in site path)

Demon.wolf.1s12p5b

Pon-ora-Pon. 2p+8roll=10, wounded. Bc.6roll+1card=7

END

TURN 21

[Would like to cvcc Uvatha's minions, but all are at a Darkhaven]

@ Nuriag Camp-T

T	Vidugavia		7	5	5	10	Man	W	Sc		D	2	Habergeon of Silver	Prince of Rhovanion	Horn of a Dark Nurt	Govern Men and Be
U		Mighty Steed	2	0	2	7	horse					a				
T	Daurukh		4	0	5	8	Man	W	Sc			0				
U		Mighty Steed	2	0	2	7	horse					a				
T	Maran		7	5	5	8	Man	W	Sc	Sa		2	arrows shorn of ebony	Trusted Counsellor	Hauberk of Bright Mail	

@ Riavod-U

W	Bain		4	1	4	8	Man	W	R			3	Valiant Sword	Horn of An Memories Stolen		
														Palace of the King		

Smoke Rings		Bardings	
Ravens of Northern Rhov		Crept Along Carefully	
0		Marvels Told	
Were-wolf		Herald of the King	
0		Fair Travels in Shadow-la	
Hand: 8	MP: 22	SP: 4	PD: 65

Res: Safe From the Shadow, Rammas Pelannor. Sun, Rumors of Danger

Haz: Mordor in Arms, In Darkness Them, Near to Hear a Whisper, Full of Froth and Rage, Plague of Wights

UNTAP

ORG

Herald of the King played on Maran. Crept Along Carefully played with Bain.

Maran taps to play Marvels Told to discard Mordor in Arms, both steeds support, cc-2-2+2sup+10roll=8, pass. Fair Travels in Shadow-lands played on Vidugavia's company.

Smoke Rings shuffles Horns Horns Horns. Bain stays. Vidugavia+ move to Lake-town.

MOVE-udhr

Bain, h

HL2, Uvatha plays So You've Come Back on Bain.

Vidugavia, SL-WW-WW-W-bh, region

HL3-1, Uvatha moves to first site agent Woffung to home site.

[next hazard was Morgai-flies from Dwar]

Gates of Morning played.

SITE

Lake-town entered. No AA.

Agent attack. Uvatha. Woffung, down. Home site.

[target the only Sage. Daurukh supports.]

Woffung, $4p+5\text{home}+1\text{roll}=20$

Maran, $5p-1t+1\text{sup}+7\text{roll}=12$, wounded, $\text{bc.}+1\text{delta}+6\text{roll}=7$

Vidugavia taps to make an INF attempt on Ravens of Northern Rhovanion

$+2\text{DI.}+2\text{horn}+8\text{roll}=12$, pass. Taps site.

END

TURN 22

[this player not in a good position. One sage is in play. Uvatha has strong companies.]

@ Lake-town-U

T	Vidugavia	7	5	5	10	Man	W	Sc		D	2	Habergeon of Silver	Prince of Rhovanion	Horn of A	Dark Nunt	Govern M
T	Mighty Steed	2	0	2	7	horse					a					
W	Maran	7	5	5	8	Man	W	Sc	Sa		2	arrows shorn of ebony	Trusted Counsellor	Hauberk	Herald of the King	
U	Daurukh	4	0	5	8	Man	W	Sc			0					
T	Mighty Steed	2	0	2	7	horse					a					

@ Riavod-U

T	Bain	4	1	4	8	Man	W		R		3	Valiant Sword	Horn of An Memories	Crept Along Careful So You've		
													Palace of the King			

Share of the Treasure	Bardings	
0	Marvels Told	
Sun	Hermit Troll	
War-forges	Marvels Told	
0	0	
Hand: 8	MP: 18	SP: 6 PD: 54

Res: Rammas Pelannor.

Haz: In Darkness Them, Near to Hear a Whisper, Full of Froth and Rage,

UNTAP

ORG

Maran transfers Arrows to Daurukh, cc-2+4roll=2.

Vidugavia transfers Horn of Anor to Maran, cc-2+5roll=3.

Sun is played. Bain taps to remove hazard, fails.

All move or stay at Riavod.

MOVE-uhrd

Bain, h

HL2, Uvatha plays Twilight to discard Sun.

Turns agent Woffung down.

Vidugavia, W-BL-h, region

HL3, Uvatha keys Kine of Araw to Dorwinion, animasl.each.7p

Vidugavia taps to cancel.

HL1, Hoarmurath plays All Dead All Rotten.

SITE

END

TURN 23

@ Riavod-U

T	Vidugavia	7	5	5	10	Man	W	Sc		D	2	Habergeon of Silver	Prince of Rhovanion	Dark Nurt	Govern Men and Be
U	Mighty Steed	2	0	2	7	horse					a				
W	Maran	7	5	5	8	Man	W	Sc	Sa	2	Trusted Counsellor	Horn of Anor	Hauberk	Herald of the King	
U	Daurukh	4	0	5	8	Man	W	Sc		1	arrows shorn of ebony				
U	Mighty Steed	2	0	2	7	horse				a					
T	Bain	4	1	4	8	Man	W		R	3	Valiant Sword	Horn of An Memories	Crept Along Carefully		
													Palace of the King		

Dark Numbers	Bardings
Wain-Easterlings(H)	Marvels Told
Stout Captain	Burdensome Commands
Twilight	Marvels Told
Were-worm	0
Hand: 8	MP: 18
SP: 6	PD: 43

Res: Rammas Pelannor.

Haz: Thrice Outnumbered, Doors of Night, In Darkness Them, All Dead All Rotten, Full of Froth and Rage, The Enemy is at Hand

UNTAP

ORG

Vidugavia plays Twilight; Uvatha counters. Bain taps to remove haz, fail. Maran transfers Horn of Anor to Vidugavia, cc-2+10roll=8. Crept Along Carefully given to Vidugavia's company. Bain stays. Others move to Wain-Easterling Camp.

MOVE-urdh

Vidugavia, BL-W-WW-bh, region

HL3-1, Uvatha plays So You've Come Back on maran.

HL1, Uvatha plays Incite Defenders on the site

Bain, h

HL2, x

SITE

Wain-Easterling Camp entered. AA1-men.4s8p, detainment; ID=men.4s8p, detainment

AA1

Rolls made: only Mighty Steed taps.

Daurukh taps to play Dark Numbers.

AA2

Rolls made: no one taps.

Vidugavia taps to make and INF attempt on Wain-Easterlings, discarding Dark Numbers +2.di+2.horn+3.dark+4roll=11 >8, pass.

END

TURN 24

[DI boosters to maybe make an INF attempt on minion resource]

@ Wain-Easterling Camp-T

T	Vidugavia	7	5	5	10	Man	W	Sc		D	3	Habergeon of Silver	Prince of Rhovanion	Horn of Anor	Govern M
T	Mighty Steed	2	0	2	7	horse					a				
T	Maran	7	5	5	8	Man	W	Sc	Sa		2	Trusted Counsellor	Hauberk of Bright Mail	Herald of the King	
T	Daurukh	4	0	5	8	Man	W	Sc			1		Dark Numbers	So You've Come Back	
U	Mighty Steed	2	0	2	7	horse					a				
												Crept Along Carefully			

@ Riavod-U

T	Bain	4	1	4	8	Man	W		R		3	Valiant Sword	Horn of An	Memories Stolen	
														Palace of the King	

0	Bardings	
Fair Travels in Shadow-lands	Marvels Told	
Stout Captain	Hungh	
Bardings	Were-worm	
Lordly Presence	0	
Hand: 8	MP: 18	SP: 6 PD: 37

Res: Rammas Pelannor.

Haz: In Darkness Them, All Dead All Rotten, Arda Angered. The Enemy is at Hand

UNTAP

ORG

Bain taps to remove haz, fail. Crept Along Carefully discarded.

Govern Men and Beast discarded. Stout Captain played on Maran.

Bain stays. Vidugavia+ move to Easterling Camp

Fair Travels in Shadow-lands on company Vidugavia

MOVE-udhr

Bain, h

HL2, Dwar plays Outpost.

Vidugavia, SL-bh, region

HL3-1, Uvatha plays on Seized By Terror on Daurukh, 4mind+7roll=11, splits.

Too bad taking dark Numbers with him.

HL1, Doors of Night

SITE

Easterling Camp entered.

No AA.

Agent attack Dâsakûn at home site; 1s11p8b, attack; selects Maran.

Maran taps to play Marvels Told, cc-2-2+3roll=-1, fails. Discarded.

Vidugavia taps to make INF attempt on Easterlings, plays two Lordly Presence
+2.di+2.horn+5.res+5res-11gi-9roll+4delta=-2, fail.

@ Easterling Camp

T	Vidugavia	7	5	5	10	Man	W	Sc		D	3	Habergeon of Silver	Prince of Rhovanion	Horn of Anor
U	Mighty Steed	2	0	2	7	horse					a			

@ Riavod

T	Bain	4	1	4	8	Man	W		R		3	Valiant Sword	Horn of An Memories Stolen
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@ Wain-Easterling Camp

U	Daurukh	4	0	5	8	Man	W	Sc		1		Dark Numbers	So You've Come Back
U	Mighty Steed	2	0	2	7	horse				a			

Mighty Steed supports

Vidugavia, cc-3+1sup+6roll=4

				UVATHA
			15	29
C	7	Dol Amroth	2	8
I	11	Gondor	2	8
F	4	vs. Adûnaphel	3	12
A	2	South Division	2	1
M	2	Raid on Umbar	2	0
K	6	Coasts	4	0

15	Marshall Points					
1	Daurukh			1	When You Know More	
1	Bain			1	Grim Voice and Grim Faced	
1	Habergeon of Silver			1	Hermit Troll	
1	Valiant Sword			1	Olog-hai (Trolls)	
2	Men of Northern Rhovanion			1	Orc-raiders	
1	Wild Horses			1	Carrion Feeders	
1	Mighty Steed					
1	Mighty Steed					

	Dead Creatures	top				
t01	Wild Trolls	durlach				
t01	Caerlinc	nan morsereg	AA	tap for two strikes		
t02	Khursh	agent Dasakun				
t03	Brand	adan tomb	AA			
t06	LongBottom Leaf					
t06	LongBottom Leaf					
t14	Wild Trolls	mouth				
t16	Galva	mouth	Raiders+Lieut+banner			
t17	Eodoric	AA	elgaer			
t19	Yanos Kosvar	hoarmurath	cd			
	Were-worm					

Hazards played; 53 in first 20 turns, 12 in last 4 turns; 14 against main hazard player.

t20	t24	M	ag
53	12	14	0

1	Habergeon of Silver	0	h01,p03		x		
2	Hauberk of Bright Mail	0	h10,p10		x		
3	arrows shorn of ebony	0	s01,d03		h15,p15	d23	
4	Horn of Anor	0	h07,p09		x		
5	black arrow	0	h05,p05		x		
6	mounted lance	0	h08,p09		x		
7	Wild Horses	0	h09,p10		x		
8	Ravens of Northern Rhovanion	0	h06,d06		h14,d17	h20	
9	Men of Northern Rhovanion	0	h01,p02		h14,p15		
10	Men of Dorwinion	0	h09,d09		h16,p17		
11	When You Know More	0	h01,p02		x	h19,d19	
12	Dark Numbers	0	h05,p05	u14	x	h23,p23	
13	Dark Numbers	0	h07,d07		p12,d13		
14	Dark Numbers	0	h09,d10		h16,p16		
15	Rumors of Danger	0	s01,p01		h11,d12	h20,p20	
16	Rumors of Danger	0	h02,p03		h15,p16		
17	Fair Travels in Shadow-lands	0	h02,d02		h14,d14	h21,p21	
18	Fair Travels in Shadow-lands	0	h08,d08		h15,d16	h23,p24	
19	Fair Travels in Shadow-lands	0	h10,d10		h18,d18		
20	Ford	0	h02,p02		h12,p13	h19,d19	
21	Ford	0	h03,p04		h14,d14	h19,d19	
22	Ford	0	h06,d07		h15,d15	h19,d19	
23	Lordly Presence	2	h01,p02		h11,p14	h24	
24	Lordly Presence	2	h08,p10		h17,d18	h24	
25	Lordly Presence	2	h10,p11		h18,d18		
26	Marvels Told	0	h03,d09		h11,p11	h20,p21	
27	Marvels Told	0	h08,p09		h12,p12	h21,d23	
28	Marvels Told	0	h10,p11			h21	
29	Rhûn	0	h07,d07		h12,d12,sp16,p16		
30	Sun	0	s01,p,ss02	h02,	h13,p13	h20,p20	
31	Sun	0	h05,p06		h17,p17	h22,p22	
32	Sun	0	h07,p07		h18,p18		
33	Gates of Morning	0	h04,p05		h12,p15	h21,p21	
34	Gates of Morning	0	h09,p09				
35	Smoke Rings	0	s01,p02			h20,p21	
36	Smoke Rings	0	h06,p06		h17,p17		
37	Smoke Rings	0	h10,p11		h17,p17		
38	LongBottom Leaf	0	h06,p06		x		
39	LongBottom Leaf	0	h06,p06		x		
40	War-forges	0	h04,p04		h13,d13	h22,d23	

1	Bardings	2	h01,d02		h13,d13	h22	
2	Bardings	2	h03,d06		h13,d14	h23	
3	Bardings	2	h09,d09		h16,d16		
4	Hermit Troll	0	h03,p04		h13,d13	h19,d19	
5	Hermit Troll	0	h07,o07		h15,d15	h22,p23	
6	Hermit Troll	0	h08,d08		h17,d18		
7	Trolls from the Mountains	0	h02,p03		h11,p13,	h19,d20	
8	Trolls from the Mountains	0	h06,p07		h13,d14	h21,d22	
9	Trolls from the Mountains	0	h08,d09		h16,d16		
10	Were-wolf	0	h01,p02		h15,d15	h20,hn20,	
11	Were-wolf	0	h06,c07		h15,p15	h20,p22,s	
12	Were-wolf	0	h10,d10		h16,d16		
13	Were-worm	1	h01,d01		h13,d15	h22,p23	
14	Were-worm	1	h03,p07		h14,d15	h23,pk24	
15	Were-worm	1	h09,d15		h16,d16,	h24	
16	Wild Trolls	0	s01,pk01				
17	Wild Trolls	0	h05,p05		h14,pk14		
18	Wild Trolls	0	h05,p05		h14,d14	h22,p23	
19	Twilight	0	h03,p05		h13,p13	h23,p23,s	
20	Twilight	0	h06,p07		h15,p16		
21	Plague	0	s01,c,so0; h09,		h12,p13	h22,p22	
22	Plague	0	h02,p03		h17,d18		
23	Plague	0	h05,p06				
24	Heedless Revelry	0	h08,d08		h13,d13	h21,o21	
25	A Lie In Your Eyes	0	h04,p05		h11,d12	h21,p22	
26	An Unexpected Outpost	0	h05,p06		h13,p13	h19,p20	
27	An Unexpected Outpost	0	h07,p08		h16,p18	h23,p24	
28	An Unexpected Outpost	0	h08,p09			h23,p24	
29	Crossing the Borders	0	h03,d04		h11,p11		
30	Crossing the Borders	0	h04,p05		h14,p15		
31	Crossing the Borders	0	h10,d10		h17,d17		
32	Doubled Vigilance	0	s01,c,so0; h11,		h13,d13	h22,p23	
33	Doubled Vigilance	0	h03,p04		h15,p15	h24,d24	
34	Doubled Vigilance	0	h04,p05				
35	Something Has Slipped	0	h01,p02		h11,p11	h20,p21	
36	Something Has Slipped	0	h02,p02		h14,p15	h23,p23	
37	Something Has Slipped	0	h02,p03				
38	Withered Lands	0	h07,d07		h11,d11	h24,d24	
39	Withered Lands	0	h09,d09		h13,p13		
40	Withered Lands	0	h10,d11				

1	Valiant Sword	0	lb06	h07,p09			
2	mounted lance	0	dp05		h16,p17		
3	Mighty Steed	0	dp.01		h16,p16		
4	Mighty Steed	0	dp.01		h14,p14		
5	Mighty Steed	0	dp.01		h18,p20		
6	Easterlings(H)	0	dp.01		h13,p14		
7	Wain-Easterlings(H)	0	pd13		h16,d17	h23,p23	
8	Variags of Khand(H)	0	dp.01		h15,d16		
9	King of Dale	0	lb18		h18,d19		
10	Rebuild the Town	0	lb18		h19,d19		
11	Rhûn	0	dp05		h14,d14		
12	The Doom of Choice	0	dp08		h15,p15		
13	Hidden Knife	0	dp08		h15,p15	h19,p20	
14	Hidden Knife	0	dp08		h17,d17		
15	Hidden Knife	0	dp08		h17,d18		
16	All the Bells Ringing	1	dp05		h14,d15	h20,d20	
17	All the Bells Ringing	1	dp05		h17,d18	h24	
18	Horns, Horns, Horns	0	dp08				
19	Crept Along Carefully	0	dp06		h15,p15	h20,p21	
20	Of the Race of Dale	0	dp06		h11,p11		
21	Captain of the Guard	0	dp06		h13,d13	h19,p20	
22	Grim Voice and Grim Faced	0	,sm0	h07,p07			
23	LongBottom Leaf	0	dp05		h18,p18		
24	Stout Captain	0	dp06		h13,d13	h23,p24	
25	Govern Men and Beast	0	dp06		h16,p17		
26	Herald of the King	0	lb06	h07		h20,d21	
27	Prince of Rhovanion	0	lb06	h10,p10			
28	Trusted Counsellor	0	lb06	h07 ,ss1	h18,p18		
29	A Lie In Your Eyes	0	,so06	h10,d10	h11,p13	h21,p22,s	
30	A Lie In Your Eyes	0	,so06		h18,p19	h23,p23	
31	Dark is the Hour	0	ex1		h16,d17	h19,p20	
32	Dark is the Hour	0	ex1		h17,d17		
33	Heedless Revelry	0	ex1		h17,p17		
34	Heedless Revelry	0	ex1		h17,p18		
35	No Place For a Pony	0	,so14		h16,p17	h19,d20	
36	No Place For a Pony	0	,so17		h18,d18		
37	Power Relinquished to Artifice	0	ex1	h11,p11	h14,d14	h21,d21	
38	Power Relinquished to Artifice	0	ex1				
39	Burdensome Commands	0	ex1		h13,d13	h23,p23	
40	Fearful Sun	0	ex1	h11,p11			

1	Vidugavia	0	s01,p01				
2	Vidugavia	0	h02,p03		h13,d13	h20,d20	
3	Vidugavia	0	h05,pu07		h15,pu16	h20,d20	
4	Vidugavia	0	h05,pu07		h18,d20		
5	Yanos Kosvar	0	h09,p09		k19		
6	The Master	0	s01,d01		h17,d17	h22,d22	
7	Bard Bowman	0	h06,p07		k19		
8	Eodoric	0	h10,p14		k17		
9	Hungh	1	h07,d08		h15,d16	h24	
10	Maran	0	h03,p05		x		
11	Daurukh	0	h09,p11		x		
12		0					
13		0					
14		0					

Starting		0					
	Bain	0	start				
	Khursh	0	start	k02			
	Galva	0	start		k16		
	Brand	0	start				
	Caerlinc	0	start	k01			
	share of the treasure	0	start		d17		h22,d23
	share of the treasure	0	start				h23,d23
	Horn of Anor	0	start				
	Palace of the King	0	start			,ss11	
	Scatha Hoard Dispersed	0	start			h12,d12	h23,o24
	Fortress Reclaimed	0					
	Tower Raided	0					
	Men of Dale	0					

131	Khamual		Summons F	Summons From Long Sleep							
132	Mouth	x									
133	Felagrog	Twilight	Ent in Searc	Long Dark F	agent move	agent move					
134	Azog										
141	Mouth	x									Seized by Tr
142	Azog	x									
143	Felagrog	x									
144	Khamual	x									
151	Felagrog		Scatha at H	agent move	agent move	No Memory of This Place			x		
152	Khamual	x									
153	Azog	x									
154	Mouth	x									
161	Azog	Twilight	Stormcrow	Orc-Raiders	Orc Archers	Doors of Night					
162	Mouth		Hobgoblins	Tribal Banne	Orc-Lieutenant						
163	Khamual										
164	Felagrog										
171	Uvatha		Carrion Fee	Rats!	Rats!						
172	Dwar		Stay Her	Appetite							
173	Hoarmurath	x									
174	Ren	x									
181	Dwar		Too Much to Ask								
182	Hoarmurath										
183	Ren										
184	Uvatha										
191	Hoarmurath		Outpost	Mewlips	In Darkness	Chill Douser	Stirring Bones				
192	Ren										
193	Uvatha										
194	Dwar										
201	Dwar		No Place for a Pony								
202	Hoarmurath	x									
203	Ren	x									
204	Uvatha	x									
211	Uvatha		So You've Come Back								
212	Dwar										
213	Hoarmurath										
214	Ren										
221	Uvatha	Twilight	agent down	Kine of Araw							
222	Hoarmurath		All Dead All Rotten								
223	Ren										
224	Dwar										
231	Uvatha	Twilight	So You've C	Incite Defenders							
232	Ren										
233	Dwar										
234	Hoarmurath										
241	Uvatha		Seized By T	Doors of Night							
242	Dwar		outpost								
243	Hoarmurath										
244	Ren										
		1-4	5-8	9-12	13-16	17-20	21-24		creatures	hazards	agent
	FIRST	8	6	3	10	10	7		12	66	18
	division	8	10	8	17	11	9				
	main	1	0	1	1	0	0				

Turn summary

FIRST = first hazard player

Division = first four hazard players

Main=main hazard player in first 16 turns; far right side

	top	avatar	Maran	Haldalam	Bard	avatar	Maran	Haldalam	Bard	MP	DP	AVATAR					
	1	avatar,x-Caerlinc	Riavod		Riavod			Nan Morsereg		6	83	dp	When You Know More				
	2	x-khursh	Nan Morse	Nan Morse	Riavod			Lake-town	Lake-town	7	70	sup	Men of Northern Rhovanion				
	3	x-brand	Lake-town		Riavod			Adan Tomb	Adan Tomb	7	65	res,p.item	Habergeon of Silver	arrows			
	4		Adan Tomb		Riavod			Logath camp		6	58	stk					
	5	Maran	Logath camp		Riavod			Logath Camp		6	53	stk	Black Arrow		Dark Numbers		
	6		Logath Camp		Riavod			Buhr Thurasig		8	43	dp,stk					
	7	Bard	Buhr Thurasig		Riavod			Riavod		9	40	stk2					
	8		Riavod					Riavod		11	29						
	9	Yanos Kosvar	Riavod		Beorn's House			Riavod		11	23		Mounted lance		Valiant Sword		Horn of Ar
	10		Riavod		Glittering Caves			Raider-hold	Osgiliath	13	11	stk,cvcc	Hauberk of Bright Mail				Wild Hors
96	11	Daurukh	Raider-hold		Osgiliath			Riavod		15	95						
	12		Riavod					Riavod	Nuriag Camp	16	84						
	13	Daurukh	Riavod	Nuriag Camp		Lake-town		Riavod	Riavod	15	76	pd					
	14	Eodoric	Riavod			Lake-town		Easterling Camp		15	60	p.fac	Easterlings(H)			Mighty Steed	
	15		Easterling Camp		Riavod			Riavod	Adan Tomb	21	49	pd	Men of Northern Rhovanion		arrows shorn of ebor		
	16		Riavod	Adan Tomb		Lake-town		Variag Ca	Elgaer	21	35	stk2,p.ally	Mighty Steed				
	17		Variag Ca	Elgaer		Riavod		Shrel-Kail	Riavod	22	23	pd,stk	Mounted lance				
89	18		Shrel-Kain		Elgaer	Riavod		Shrel-Kain	Riavod	22	11						
	19		Riavod	Riavod		Dale		Riavod	Nan Morsereg	22	89						
	20		Riavod	Nan Morsereg		Nan Mors		Nuriag Camp		21	81	p.res,stk	Mighty Steed				
	21		Nuriag Camp			Riavod		Lake-town		22	67	p.fac	Ravens of Northern Rhovanion				
	22									22	58	tap					
	23									18	50	p.fac	Wain-Easterlings(H)				
	24									21	39	p.fac					
										15	33						

Highlight=cvcc. Red = tapped at start of ORG phase or end of SITE phase. Deck 1 exhausts during Turn 10.

Blue font = initiated CvCC

First four columns=site during ORG phase

Next four columns=site during SITE phase

Avatar: dp=tap to send sideboard cards to discard pile; pd=playdeck from sideboard; p. = tap to play (faction, ally, item).

Stk = face strike, +W = wounded, sup=tap to support character.

VIDUGAVIA	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	
Necro	0	0	0	0	0	Plague	Outpost	0	0	0	were-wolf	0	0	0	0	0	0	0	0	0	
Witchking	Wild Trolls	Wild Trolls	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Dwarf	A Lie In Yo	Crossing t	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Ardagor	0	0	0	0	0	0	0	0	0	0	Hermit Tro	0	0	0	0	0	Outpost	0	0	0	
Azog	0	0	0	0	0	Outpost	0	0	0	0	Crossing	0	0	0	0	0	Something	0	0	0	
Khamual	Trolls from	Withered L	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Mouth	0	0	0	0	0	Wild Troll	0	0	0	0	Something	0	0	0	0	0	0	0	0	0	
Felagrog	Forgot His	0	0	0	0	0	0	0	0	0	Doubled V	0	0	0	0	0	0	0	0	0	
Fankil	Were-worr	0	0	0	0	Were-wol	Something	0	0	0	Doubled V	0	0	0	0	0	Doubled V	0	0	0	
Durlach	Wild Trolls	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Smaug	Plague	0	0	0	0	Something	0	0	0	0	0	0	0	0	0	0	Hermit Tro	0	0	0	
Throkmau	Wild Trolls	0	0	0	0	0	0	0	0	0	Plague	Something	Trolls fron	0	0	0	0	0	0	0	
Akhorahil	0	0	0	0	0	0	0	0	0	0	Power Re	0	0	0	0	0	Doubled V	0	0	0	
Court	A Lie In Yo	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Adunaphel	Outpost	0	0	0	0	Plague	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Indur	0	0	0	0	0	0	0	0	0	0	Crossing	Something	Fearful Su	0	0	0	0	0	0	0	
Ren	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Outpost	0	0	0	
Hoarmurath	Outpost	Dark is the	0	0	0	Ash-drake	Muster Di	0	0	0	A Lie In Yo	0	0	0	0	0	Dark is th	0	0	0	
Dwar	Lost in Bor	Errand-rid	Ash-draki	Outpost	0	Heedless	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Uvatha	No Place f	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
UVATHA	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
5th hazard player	Doubled V	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
	0	0	0	0	0	0	0	0	0	0	0	0	Muster Di	0	0	0					
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
UVATHA	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
	A Lie In Yo	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
	Hermit Tro	Were-worr	Wild Troll	Something	Burdensor	0	0	0	0	0	0	0	0	0	0	0					
	A Lie In Yo	Burdensor	Were-wor	outpost	outpost	0	0	0	0	0	0	0	0	0	0	0					
Ren	0	0	0	0	0	Plague	0	0	0	0	Doubled V	Beacons	/	0	0	0	0	0	0	0	
Hoarmurath	0	0	0	0	0	Were-wol	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Dwar	Something	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	

	top	Sites in DP							
t01		Nan Morsereg	When You Know More						
t02		Lake-town	Men of Northern Rhovanion						
t03		Adan tomb	Habergeon of Silver						
t05		Logath Camp	Black Arrow		Dark Numbers				
t07		Buhr Thurasig					Bard Bowman		
t09		Riavod	Mounted lance				War-forge Riavod		
t09		Glittering Caves	Valiant Sword		Horn of Anor				
t10		Raider-hold	Hauberk of Bright Mail		Wild Horses		Daurukh		
t14		Easterling Camp	Easterlings(H)		Mighty Steed				
t15		Lake-town	Men of Northern Rhovanion		arrows shorn of ebony				
t16		Variag Camp	Mighty Steed		Dark Numbers				
t17		Shrel-kain	Men of Dorwinion						
t17		Elgaer	Mounted lance						
t20		Nuriag Camp	Mighty Steed						
t21		Lake-town	Ravens of Northern Rhovanion						
t23		Wain-Easterling Camp	Wain-Easterlings(H)						

Next page contains turn summary with each company's hazard limit, character play/discard, site path, w=body checks, stk=strikes rolled, cc=corruption checks made, site moved to and resources played. Avatar in first listed company.

avatar	character	HL	SiteOO	sitopath	ORG/LONG	w	stk	cc		site type	site movec	AA	item	item	faction	ally	mission
13		2	Riavod							h	Riavod						
	Daurkh	2	Lake-town							b	Lake-town						
		3	Nuriag Camp	sl-sl-w-bl				1		h	Riavod						
14	Eodoric	5	Riavod	fd-bl-sl						b	Easterling Camp				Easterling	Lpresence+Dark Nu	
		3	Lake-town	bl-fd						h	Riavod						
15		2	Easterling Cam	sl-w-bl						h	Riavod						
		2	Riavod	bl-w						b	Lake-town				mNR		
		3	Easterling Cam	sl-sl-w				1	2	R	Adan Tom traps		Arrows Shorn of Ebony				
16		2	Riavod	w-w-w	Rhun			6		b	Variag Camp					Mighty Steed	
		3	Lake-town	w-bl						h	Riavod						
	x-Galva	3	Adan Tomb	w-ww	Rumors of Dan	2		3		R	Elgaer						
17		2	Variag Camp					1	1		b	Shrel-Kain			mDorwinion		
	x-Eodoric	2	Riavod					2		3	R	Elgaer	animal				
	x-Daurukh	2	Elgaer	ww-c-bl				1	1		h	Riavod					
18		2	Shrel-Kain	bl					1		h	Riavod					
		2	Elgaer	ww-w-bl-w				2			kills Daelomin Roused	b	Dale				
		2	Riavod								h	Riavod					
19		2	Riavod							h	Riavod						
		2	Dale	w-ww				1	2		R	Nan Morsereg					
	x-Yanos Kovar	2	Riavod	bl-ww				1	4	cvc by Hoarmurath	R	Nan Morsereg					
20		2	Riavod	bl-w-ww-sl					1		b	Nuriag Cai men				Mighty Steed	
		2	Nan Morsereg	ww-bl							h	Riavod					
		2	Nan Morsereg	ww-ww-sl	Rumors of Danger						b	Nuriag Camp					
21		2	Nuriag Camp	sl-ww-ww-w	FT Shado	1	1	1			b	Lake-town			Ravens NR		
		2	Riavod								h	Riavod					
22		3	Lake-town	w-bl					2		h	Riavod					
		2	Riavod								h	Riavod					
23		2	Riavod	bl-w-ww				8	1		b	Wain-East men			WainEasterling	Dark Nurr	
		2	Riavod								h	Riavod					
24	d-Maran	2	Wain-Easterling	sl	FT Shadowlands			1			b	Easterling Camp			x-Easterlings		
		2	Riavod								h	Riavod					
		143 hl	19 bc	53 stk	12 cc		fd	bl	w	sl	dd	t					

I added a new table. This new table shows a turn summary of the companies: character played or killed, hazard limit, strikes rolled, corruption checks made, body checks, AA type, resource played that site phase.

+

OVERVIEW

This player had partial success, but failed to keep dual factions. Important characters were killed limiting useful site phases. However, lack of characters provided a greater general influence buffer to protect against agents. Easterlings and Wain-Easterlings were both influenced by this hero player, but both were later lost.

I was thinking of the following faction war rules: no influencing away a faction located in a region or at a battle-ground site. This protects against agents, but exposes the faction to war without the benefits of being at a site. The next game of Fate will have faction wars as soon as a player's deck exhausts. Uvatha played four factions in the first eight turns – Vidugavia only one. May be I will wait until the Warlord Phase.

15 MPs were earned along with one Man faction. There were only 15 companies that had a useful non-CVCC site phase. That is horribly low. Three CvCC were defended. Daelomin Roused was killed. There were about 41 moving companies. The hazard limits were low with only one company after Turn 11 with a HL greater than three. But one good creature can tap the whole company. There were 19 body checks, killing 7 characters, from 53 strikes including detainment. The avatar was busy moving 19x while facing 10 strikes with one from CvCC. Avatar did not tap for six turns. That is a lot of moving and fighting. Avatar was left untapped to face strikes while moving and to play a resource during site phase if card draw was good.

+

MAJOR NEWS

Smaug the Golden played Endless Whispers on Bain. Seven characters killed (3 in first 3 turns, than 4 from turns 16-19. Tower Raided was not played. King of Dale not played just because lacking the unique factions. This player was beaten with 12 creatures from 66 hazards, but 18 were agent actions. Gap of Isen was reached to use Scatha Hoard Dispersed for playing a hoard major item.

+

The avatar was in play for 24 turns: 6 taps to accessed sideboard, x1 play item, 4x play factions, X1 support, 8 faced strikes, x1 cvcc, x2 for resource, x1.ally. The avatar moved 20x and wounded once.

+

STATS

Caerlinc taps to face two strikes from the Nan Morsereg AA; he is killed. Khursh is killed by agent Dasakun in Turn 2. Brand killed the next turn from the AA at Adan Tomb. Galva killed on Turn 16 from Orc-Lieutenant under Tribal Banner. Eodoric killed the turned after from the Elgaer AA. Yanos Kosvar killed on turn 19 from a Chill Douser. These are low prowess strikes.

+

A pile of 13 creatures attacked with 66 total hazards with 18 as agent actions against King Vidugavia. 17 turns were easy, no creatures, for this player. Uvatha player dumped 13 hazards alone on this player. 2 of the 13 were creatures. Seven of the first 16 turns had a hazard limit

passed to Uvatha, but only three hazards played. That is lucky.

+

65 hazards were played by Vidugavia – 14 on Uvatha. Every minion player faced at least one hazard. Only Hoarmurath faced more than four (7). Uvatha faced Hermit Troll, Were-worm x2, and Wild Troll.

+

DECK PLAY

First deck exhausted on Turn 10, but Turn 9 started with 23 in the playdeck. Second deck exhaust on Turn 18. 15 non-Lordhaven sites were tapped. Lake-town was tapped x3 (mNR, mNR, Ravens NR). First deck shuffled 10 cards and drew a high 9.3 cards/turn. Second deck shuffled 11 cards and drew 12 cards/turn. Third deck ended with 33 in the deck, shuffled 5 cards and drew 8.9 cards/turn.

+

RESOURCE PLAY

Palace of the King, started. Discarded when all moved away. But could not be fetched with a wounded avatar! New deck has War-forges and someone staying at site.

Scatha Hoard Dispersed, used on Turn 9, not used again.

Trusted Counsellor, LBL on turn 6. Discarded with controller killed. Played again on Turn 18.

Govern Men and Beast, played on Turn 17. Not used.

Herald of the King, played on Galva on turn 8. Then on Marin on Turn 21.

Prince of Rhovanion, played on Turn 10.

War-forges, played on Turn 4. Only used for Mounted Lance. Event not in new deck.

Habergeon of Silver, played Turn 3. Bearer wounded x3, avatar saved x1.

Valiant Sword, played Turn 9.

Hauberk of Bright Mail, played 10.

share of the treasure, Rats discard one copy.

arrows shorn of ebony, played Turn 15. Never used.

Horn of Anor. X4 uses. Not a factor.

black arrow, needed to kill Daelomin Roused with Of the race of Dale.

Used x4, needed to kill Olog-hai

mounted lance. Could of killed minion in CvCC if used.

Mighty Steed, all 3 played between turns 14-17.

Wild Horses, played Turn 10. Used 1 or twice for 5 region move.

Ravens of Northern Rhovanion played Turn 21.

Men of Northern Rhovanion, played Turn 15

Men of Dorwinion, played Turn 17. Agent discarded.

Easterlings(H), played Turn 14, agent discarded.

Wain-Easterlings(H), played Turn 23, influenced away.

Variags of Khand(H), never played.

When You Know More, played turn 2.

King of Dale, never played

Dark Numbers, played 3/6. Needed for x1 faction influence attempt, used again x1

Rebuild the Town, never played.

Rumors of Danger, played 4/5.
Gates of Morning, played 5/5.
Of the Race of Dale, played Turn 7.
Captain of the Guard, played x1
Grim Voice and Grim Faced, played x1
Sun, played 9/9. Smoke rings x1
Ford, played 3/9.
Lordly Presence, played 4/6.
Marvels Told, played 5/7. Lucky with lack of sages.
Fair Travels in Shadow-lands, played 2/8, not until Turn 21.
Rhûn, played x1.
All the Bells Ringing, played 0/3.
Hidden Knife, played 2/4.
Horns, Horns, Horns, played x1.
Crept Along Carefully, played turns 15, 21
Stout Captain, played Turn 24.

+

HAZARDS

Were-wolf, played 5/8, AUO x2.
Were-worm, played 3/8, killed x1
Bardings, played 0/6. Two copies in hand to end game.
Hermit Troll, played 2/8.
Wild Trolls, played 5/6. X2 killed
Trolls from the Mountains, played 3/8.
Twilight
Plague, played 6/7.
Heedless Revelry, played 0/3.
A Lie In Your Eyes, played 2/3.
Doubled Vigilance, played 5/7.
Crossing the Borders, played 3/6.
Something Has Slipped, played 7/7.
Withered Lands, played 1/6.
Power Relinquished to Artifice, played 1/3.
Burdensome Commands, played 1/2.
No Place For a Pony, played 1/3.
Dark is the Hour, played 1/3.
Fearful Sun, played 1/1
An Unexpected Outpost

TURN SUMMARY

Facing Northern Waste division (played 8 hazards; Uvatha plays 1)

T01-avatar played. Some move to Nan Morsereg for Light Enchantment. No creatures played.

Caerlinc faces two AA strikes and dies on the second. Galva plays WYKM.

[many low prowess characters is a concern. That Light Enchantment not that useful.]

T02-faction and hoard item in hand. Avatar moves to Lake-town. Others return to Riavod. There is fear to travel through many wilderness against these minions. No creatures again. Agent attacks at Lake-town killing Khursh. Brand influences Men of NR.

[This shows the issue with agents. Should an agent controlled by an outside divisional player or the main hazard player attack during the site phase? No. I think it is too powerful for main hazard player since both players are near to one another. The agent can be face-down without a site.

Divisional players are too busy. Now, Orders to Kill overrides this.]

T03-Vidugavia and Brand move to Adan Tomb. Others stay. Bain does not drink Enchanted Stream. Brand taps to face both AA strikes and killed from the first. Vidugavia plays Habergeon of Silver. Now three characters in play.

T04-War-forges played. Bain uses Ford. Move to Logath Camp to find Maran. Moving through five Wildernesses runs into Fever of Unrest Itangast. He smelled the hoard items. Both are wounded.

+

Facing Eriador division (played 10 hazards; Uvatha plays none)

T05-Marin played at Logath Camp. All stay. Elernia moved to Barak-shathur. Logath entered to play Dark Numbers and Black Arrow.

T06-Herald of the King, Prince Rhovanion, GVGF shuffled. Avatar moves to Buhr Thursig to play Bard Bowman. Hermit Troll awakens but shot dead with Black Arrow.

T07-Site is tapped to play Bard Bowman. All move to Riavod; Galva stays there. GVGF played on Bard Bowman. Olog-hai rush in Grey Mountain Narrows. Black Arrow is used to kill creature. Another squad attacks, but Bain fails to defeat his strike.

T08-Herald of the King and Trusted Counsellor played on Galva. Valiant Sword in play. Move to Gap of Isen to play hoard item. Some move to Beorn's House.

[Low 11 MP gathered. 18 cards in deck. Only one faction played. This is low and why I may not allow faction wars until Turn 17 or after a deck exhausts. However, there is no restrictions on CvCC.]

+

Facing Harad division (played 8 hazards; Uvatha plays 1). This should be easy.

T09-Yanos Kosvar played at Riavod. Some move to Glittering Caves. Scatha Hoard Dispersed is discarded allowing hoard items playable in Gap of Isen. Bard taps to play Valiant Sword tapping the site. Maran taps to play Horn of Anor.

T10-Eodoric, Wild Horses in hand. Vidugavia moves to Raider-hold. Others move to Osgiliath. Two agents move to Osgiliath. Raider-hold entered to play Hauberk of Bright-mail and Wild Horses. Deck exhausts.

Uvatha's minions (4 and two horse allies CvCC). Vidugavia rolls a 9 bc and lives. Yanos Kosvar wounds Nevido Smold that used Swift Strokes.

[Have a problem. Palace of the King is in sideboard with a wounded avatar.]

T11-By luck Palace of the King drawn. All move to Riavod after Daurukh played at Raider-hold. Of The Race of Dale played on Bard.

[Necromancer used Ullis playing Pilfer Anything Unwatched to take Daurukh to hand]

T12-Bain and Bard move to Northern Rhovanion to stay for a long time hoping to kill a dragon. Some move to Nuriag Camp to draw cards.

Uvatha's minions CvCC at Nuriag Camp. Maran wounds Shamas. Tros Hesnef wounds Galva. [Maybe not the smartest move.]

+

Facing Wilderland division (played 17 hazards; Uvatha plays 1).

T13-Daurukh played at Nuriag Camp. Maran returns to Riavod. Ent in Search of Entwines are played from Long Dark Reach tapping Daurukh.

[A distraction is needed for Uvatha's minions. Theoden King is at Barad-wath. Faramir is at Nurniag Camp. Temple of Lokuthor is where Saruman is hiding.]

T14-Eodoric is played at Lake-town. Bain now moves to Riavod. Vidugavia moves to Easterling Camp with Easterlings and Mighty Steed in hand. Galva is not Seized by Terror. Faction and ally are played.

T15-Bard moves to Lake-town. Maran moves to Adan Tomb for hoard minor item. Avatar returns to Riavod. No creatures. Bard influences Men of NR. Galva plays Arrows Shorn of Ebony.

T16-Bain moves to Riavod. Galva moves to Elgaer. Vidugavia uses Rhun to reach Variag Camp. Vidugavia face Orc-Raiders and Host of Bats. Then Orc-Archers. No effect. Dark Numbers played. Galva faces Hobgoblins and Host of Bats. Galva is wounded. She is later killed by Tribal Banner Orc-Lieutenant. Vidugavia plays Mighty Steed.

[22 MP, 17 cards in PD]

+

Facing Gondor division (played 8 hazards; Uvatha plays 3 more).

T17-hand(Men of Dorwinion, Wain-Easterlings, Ravens). Sun played. Maran and Daurukh move to Riavod. Bain, Bard, Eodoric move to Elgaer. Vidugavia using horse allies reaches Shrel-kain. Carrion Feeders played. Rats! Discards Share the Treasure; another event wounds Eodoric. [this is what happens when decks have three copies of a card.] Yanos Kosvar is attacked by his Mighty Steed through Stay Her Appetite.

T18-All move to Riavod, but Bard/Bain move to Dale wanting to kill a dragon. Sun played. King of Dale shuffled. Bard/Bain kill Daelomin Roused. Bard rolls 3 for prowess and 5 for body check. Deck exhausts.

Smaug seeks revenge. He visits Dale with Agburanar at Home Beaten into Submission. The cold-drake kills Bard. Bain receives Memories Stolen with Under His Spell in play.

T19-hand (WYKM) Trusted Counsellor played on Maran. Bain, Maran, Yanos Kosvar move to Nan Morsereg. Vidugavia and Daurukh stay. Mewlips wounds Bain. Marain and Yanos Kosvar parry Chill Douser. Stirring Bones rise to kill Yanos Kosvar. I do not like that Light Enchantment, may replace with Reforging in case I lose a hoard major item.

T20-Vidugavia moves to Nuriag Camp (Iorag Camp) to play Might Steed. Bain moves to Riavod. Others move to Nuriag Campu using Rumors of Danger. 1 hazard. Might Steed played.

Hidden Knife with Were-wolf wounds Pon-ora-Pon at Setamaenen.

+

Facing Gondor division (played 2 hazards; Uvatha plays 7 more).

T21-Bain stays. All others move to Lake-town to draw minions there and play Ravens.

Maran wounded by agent Woffung. Vidugavia plays Ravens. Need more sages.

T22-All move or stay at Riavod. Kine of Araw attack, but avatar taps to cancel.

T23-Many move to Wain-Easterling Camp to play faction. Incite Defenders played on site.

Only Mighty Steed tapped from first site AA; Daurukh plays Dark Numbers. Vidugavia uses Horn of Anor and Dark Numbers for beating the roll by 3.

T24-Moves to Easterling Camp to influence them away. Seized by Terror sends Daurukh away with Dark Numbers. Agent Dasakun selects Maran, but Maran taps to use Marvels Told and fails cc. Vidugavia uses two Lordly Presence on attempt against 11 GI; rolls have a +4 delta so fails by 3.